FREE FOSSIL™ BOOSTER & OVERSIZE CARD INSIDE!

Wizards of the Coast®

This magazine is sold with a booster pack of cards. If your magazine does not have a visible card package, notify your retailer.

TopDeck™

TOP CARDS • TOP GAMES • TOP STRATEGY

POKéMON™* TRADING CARD GAME LEAGUE

PLAY MATCHES

WIN BADGES!

GET MEW!

EARN POKéMON TCG LEAGUE POINTS HERE!

Top Disc Reviews

Dino Crisis

Homeworld

HOMM3: Armageddon's Blade

Age of Empires 2: Age of Kings

MAGIC The Gathering® 5 Vile Vicious Combos

Pokémon Episode Guide!

Preview! NEMESIS

VOLUME 2 ISSUE 2 • WOC 07545

$5.99US $8.50CAN

02>

7 25274 01805 5

PRINTED IN USA / DUELIST

THE DEFINITIVE MAGAZINE FOR THE WORLD'S BEST TRADING CARD GAMES!

Sorceress

An expert in mystical creation *ex nihilo*, she channels fierce elemental magic to serve her relentless crusade in the struggle between Order and Chaos.

BLIZZARD
ENTERTAINMENT

www.blizzard.com

Diablo is a trademark and Blizzard Entertainment is a registered trademark of Davidson & Associates, Inc. ©1999 Blizzard Entertainment. All rights reserved.

DIABLO II™

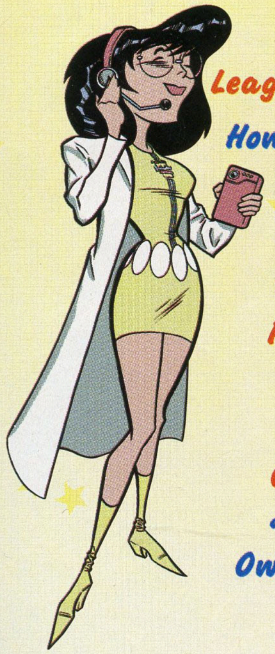
Vengeance Was Only The Beginning

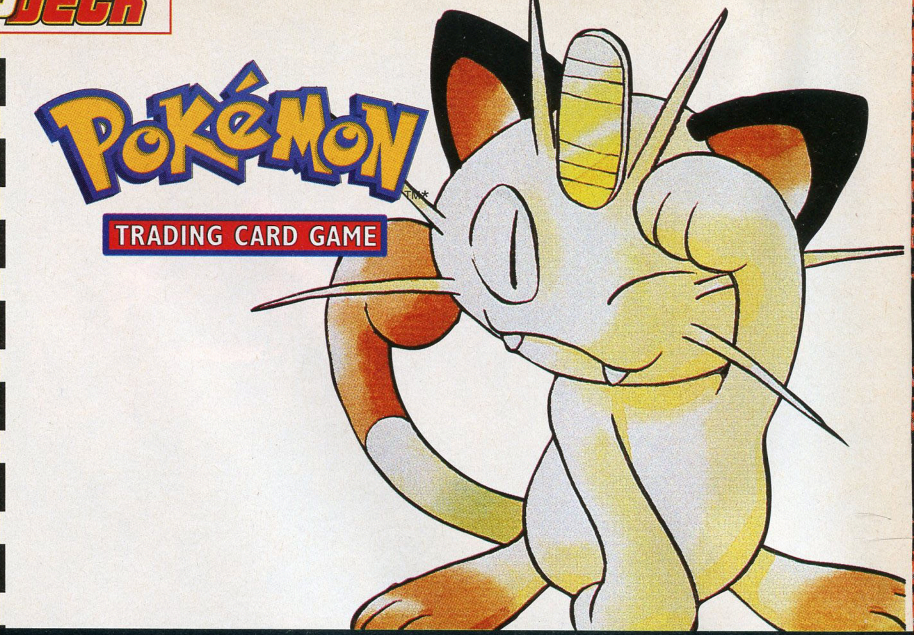
Pull-Out
Player's Resource

Pokémon™* Trading Card Game League

Learn how you can join the **Pokémon** TCG League, and find out how to catch a Mew card!

Introduction 58
See Mew 59
How to Join 60
League Glossary 62
How to Use Your Badge Book 64
Badges 65
Earn Points 66
Playing Tips 67
Build Your Own Deck 69
Coach's Test 70
"Create Your Own Pokémon" Activity 71





POKÉDEX

73 POKÉMON UNITE
Base Set and *Jungle* TCG cards come together in Base Set 2.
Michael G. Ryan

76 THE ULTIMATE GUIDE
A Pokémon-by-Pokémon guide to the first 30 *Pokémon* animated episodes. *Will McDermott*

82 POKÉ PUZZLES
Badges, cities, tunnels, and a kicking Pokémon in these puzzles.
Daneen McDermott, Teeuwynn, and Mike Mikaelian

85 POKÉMON TCG PLAYER'S GUIDE
Complete text for every card through the *Fossil* set.

Pokémon for Parents
Look for this symbol for information and tips to help guide your Pokémaniac. *Will McDermott*

POKÉMON FOR PARENTS TOO!

Departments

6 TOPDOG
10 BOX 707
14 ADVICE VERSA
18 TOP PRIORITY
126 PUZZLE ANSWERS
128 BACKDECK

MAGIC The Gathering® zone!

29 Randy Buehler Goes Inside R&D
A few minutes with the newest member of **Magic** R&D. *Jesse Decker*

30 Dirty Trix
Five **Magic** tricks to make your opponents cry. *Mac Williams*

32 The Genesis of Nemesis
Get the inside track on the next **Magic** expansion. *Michael G. Ryan*

37 Hell Freezes Over
Your first...and probably last...look at **Magic: The Gathering Monopoly**. *Russell Keenan*

40 This Deck's a Pile!
"Little Mario" gets belittled, but his deck gets improved. *Chris Pikula and Jon Finkel*

44 Wake-up Call
It won't take luck to advance the game of **Magic**. *Jamie Wakefield*

48 Point/Counterpoint
Is beatdown dead or can *Masques* creatures race with best? *David Price and Randy Buehler*

52 Magic: The Puzzling
You'll cry for "Sanctuary" if you don't get your "Alpha Bits." *Mark Rosewater*

TopDisc

95 TOPLISTS
We rate video game stuff...whether you like it or not.

96 AGE OF EMPIRES II: AGE OF KINGS
Microsoft goes back in time to a world without anti-trust laws in this eagerly awaited RTS (real-time sequel).
Rick Moscatello

98 DINO CRISIS
Explore the dark underbelly of the Flintstones mythos.
Dave Gross

100 MOSCATELLOVISION
This month: A hearty blend of **Descent3**, **Darkstone**, **Nox**, **Prince of Persia 3D**, and **System Shock 2**.
Rick Moscatello

102 DISCIPLES: SACRED LANDS
This addictive little game from Strategy First will make you a disciple too.
Dave Gross

104 HOMEWORLD
Here's a chance for Lorne Greene wannabes to lead their own rag-tag fugitive fleet.
Peter Whitley

106 HEROES OF MIGHT & MAGIC III: ARMAGEDDON'S BLADE
Get ready for the "Greatest Armageddon Hero."
Cory Herndon

RINGSIDE 22
T-minus 2,000 L5R cards and counting...
Wolfgang Baur

CLASSIC DECKS 24
Now featuring the **Legend of the Burning Sands** and **Hercules** TCGs!

NETRUNNER: CLASSIC SPOILER 26
100 new cards for Runner and Corp.

109 DP1
DUELIST PRICE INDEX
Pokémon TCG and **Magic: The Gathering** TCG prices, plus trading tips.

Hardcore legal stuff!

TopDeck (ISSN# 1082-8621) is published monthly for $29.90 per year by Wizards of the Coast, Inc., 1801 Lind Ave. SW, Renton, WA 98055, United States of America. Periodicals Postage Paid at Renton, WA, and at additional mailing offices. **POSTMASTER: SEND ADDRESS CHANGES TO *TopDeck*, P.O. BOX 469086, ESCONDIDO, CA 92046.** ©1999 Wizards of the Coast, Inc. All rights reserved. No part of this magazine may be reproduced (except for review purposes) without the prior written permission of the publisher. Material published herein does not necessarily reflect the opinions of Wizards of the Coast, Inc., its employees, or its editorial staff, who are not liable for opinions expressed herein. Most product names are trademarks owned by the companies that publish those products. Use of the name of any product without mention of trademark status should not be construed as a challenge to such status. WIZARDS OF THE COAST; **Magic: The Gathering**; *Limited Edition; Unlimited Edition; Revised Edition; Fourth Edition; Fifth Edition; Classic; Arabian Nights; Antiquities; The Dark; Legends; Fallen Empires; Ice Age; Chronicles; Homelands; Alliances; Mirage; Visions; Weatherlight; Tempest; Stronghold; Exodus;* The Rath Cycle; *Urza's Saga; Urza's Legacy; Urza's Destiny; Classic; Mercadian Masques; Nemesis; Unglued; Portal Second Age; Portal Three Kingdoms; Vanguard; Battle Royale;* **ARC System**; **C•23**; *Dark Sovereigns; Ancient Hearts; Darkness Unveiled; The Sabbat; Proteus; Counterstrike; Mercenaries; Arsenal; Crusade;* **Legend of the Five Rings**; *Imperial Edition; Shadowlands; Forbidden Knowledge; Anvil of Despair; Crimson & Jade; Time of the Void; Scorpion Clan Coup; Hidden Emperor; Dark Journey Home; Pearl Edition; Siege of Sleeping Mountain; Honor Bound; Ambition's Debt; Fire & Shadow;* **Legend of the Burning Sands**; *Shadow of the Tyrant; Secrets and Lies; Black Hand, Black Heart; The Awakening; Eye of the Storm; Judge of the Change; Thunder at Twilight; Snake Eyes; Equinox;* **RoboRally**; *Armed and Dangerous; Grand Prix; Radioactive;* **The Great Dalmuti**; *Corporate Shuffle; AlphaBlitz; Earthquake; Filthy Rich; Go Wild!; Guillotine; Instinct; Pivot; Twitch;* **Dungeons & Dragons**; **D&D**; **Forgotten Realms**; **Dragonlance**; **Planescape**; **Ravenloft**; **Birthright**; **Spellfire**; **Greyhawk**; **Dark Sun**; **Spelljammer**; **Al-Qadim**; **Dragon Dice**; **Alternity**; **Star*Drive**; **Dark•Matter**; *Duelist; TopDeck; The Sideboard; Dragon; Dungeon; Polyhedron;* ARENA DCI; DOMINIA; **Gen Con**; **MAGIC: THE GATHERING** PRO TOUR; ORACLE; QUICKDRAW LEAGUE; and **RPGA** are trademarks of Wizards of the Coast, Inc. **Jyhad** and **Vampire: The Eternal Struggle** are trademarks of Wizards of the Coast, Inc., and White Wolf Game Studio. **Netrunner** is produced by Wizards of the Coast under license from R. Talsorian Games. **Netrunner** is a trademark of R. Talsorian Games. **BattleTech**, MechWarrior, and 'Mech are registered trademarks of FASA Corporation. The **BattleTech** universe is protected by copyrights owned by FASA Corporation and used under license. **Rage** is a registered trademark of White Wolf Publishing and is used under license. **Dune** is a registered trademark of the Herbert Limited Partnership; it and related marks are protected by trademarks and copyrights owned by the Herbert Limited Partnership and are used under license. The **Dune** Trading Card Game is produced by Last Unicorn Games, and is published under license by Wizards of the Coast, Inc. **Deadlands**, **Doomtown**, *Pine Box, Shootout at High Noon, Mouth of Hell, Reaping of Souls, Revelations,* and all other images, marks, and names original to **Doomtown** are ™ and ©1996–1999 by Pinnacle Entertainment Group, Inc., and used under license. Game design by Alderac Entertainment Group.

*©1995, 1996, and 1998 Nintendo, Creatures, GAMEFREAK. **Pokémon**, *Jungle, Fossil,* Game Boy, Gotta catch 'em all, and the official Nintendo Seal are trademarks of Nintendo.

©1999–2000 Nintendo of America.

Hercules: The Legendary Journeys and **Xena: Warrior Princess** are trademarks and copyrights of Studios USA Television Distribution LLC. Licensed by Universal Studios Licensing, Inc. All rights reserved.

Marvel Super Heroes and all character names, and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc. and are used with permission. ©1998 Marvel Characters, Inc. All rights reserved.

Star Trek and related marks ™, ®, & © 1999 Paramount Pictures. All rights reserved.

Star Wars is a registered trademark of Lucasfilm Ltd. ©1999 Lucasfilm Ltd. All rights reserved.

www.uccdist.com

760-431-4794

THEME DECKS
STARTER DECK
ZAP
BRUSHFIRE
OVERGROWTH
BLACKOUT
WATER BLAST
POWER RESERVE
JAPANESE THEME DECKS
BROCK
SABRINA
LT. SURGE
ERICA
BLAINE
MISTY
ORIGINAL
BOOSTER PACK
ORIGINAL BOOSTER BOX
BOOSTER PACK
JUNGLE BOOSTER BOX
FOSSIL BOOSTER BOX
TOPPS
BOOSTER PACK
BOOSTER PACK
BOOSTER PACK
ACTION FLIPZ
TROPICAL ISLAND
RAINBOW ISLAND
JAPANESE BOOSTER PACKS
ROCKET
JUNGLE
GYM #2
FOSSIL
GYM #1
BASIC

UCC DISTRIBUTING

6102 Avenida Encinas, Suite E-F • Carlsbad, CA 92009 • Tel: 760-431-4794

Pokemon is a registered trademark of Nintendo© 1999. Hasbro logo is a registered trademark of Hasbro Inc., © 1999. UCC is not affiliated with Nintndo,Wizards of the Coast Inc., or Hasbro Inc.

www.uccdist.com

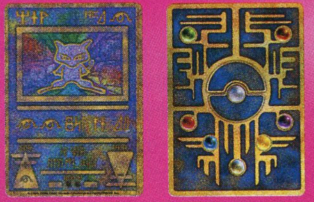
760-431-4794

We carry all HOLOGRAPHIC FOIL cards!

CHARIZARD

JAPANESE CHARIZARD PROMO

DOUBLE SIDED HOLOGRAPHIC ANCIENT - MEW



JAPANESE & AMERICAN MEW

RAINBOW ISLAND MEW

GLOSSY PROMO MEW

PIKABLU

BLASTOISE

RAICHU

VENASAUR

MEWTWO

GYARADOS

ALAKAZAM

NIDOKING

ZAPATOS

JOLTEON

PIGEOT

CLEFABLE

VILEPLUME

SCYTHER

KANGASKHAN

PINSIR

FLAREON

JAPANESE PROMO CARDS

BLASTOISE

VENASAUR

DRAGONITE

PORYGON

TOGEPI

AERODACTYL

DRAGONITE

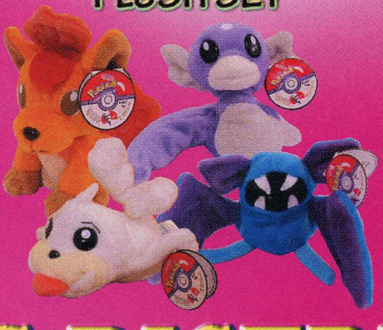
DITTO

LICENSED STICKERS 24 DIFFERENT ONES!

Pokémon
Gotta catch 'em all!
#06 CHARIZARD
#09 BLASTOISE

ACTION FIGURES IN STOCK

KFC PLUSH SET



HASBRO PLUSH BAGS

JIGGLYPUFF
SNORLAX
Hasbro
PIKACHU
SQUIRTLE
CHARIZARD
POLIWHIRL
Pokémon
#25 Pikachu
#06 Charizard
#61 Poliwhirl
#143 Snorlax
#07 Squirtle

UCC DISTRIBUTING

6102 Avenida Encinas, Suite E-F • Carlsbad, CA 92009 • Tel: 760-431-4794

Pokemon is a registered trademark of Nintendo© 1999. Hasbro logo is a registered trademark of Hasbro Inc., © 1999. UCC is not affiliated with Nintndo,Wizards of the Coast Inc., or Hasbro Inc.

TOPDOG
BY WILL MCDERMOTT

It's a Dog's Life

Top-Rated television

It's Saturday and we just finished watching Kids WB! (actually, the kids are still watching, but I'm on deadline). That's right. I watch cartoons with my kids. I'm still just a big kid at heart—a big kid who was raised on Bugs Bunny, Daffy Duck, and the Road Runner, the all-time best Warner Brothers cartoons. But I also enjoy the time I spend with my kids lost in the fantasy worlds that get beamed into our house every week.

Fantasy is a big part of our lives (not too surprising, considering where I work). Through fantasy, kids have fun while expanding their minds and sometimes even learning a thing or two. Of course, the Bugs Bunny cartoons probably only taught one lesson: that revenge is okay if you've been persecuted. ("Of course you realize, *this* means war!")

> **"Of course you realize, this means war!"**
>
> **—BUGS BUNNY**

> **"He was tough enough to stick to his strategy."**
>
> **—BROCK**

Today, a lot of kids' shows try to teach as well as entertain. Some of this is due to FCC regulations about educational children's programming. But I like to think that the people behind some of the best kids' shows (like *Blue's Clues*, *Doug*, and *Arthur*) are parents just like me who truly want to use television to its fullest extent as a medium for both entertainment and education.

Even shows made solely for the purpose of entertaining children and selling advertising (not to mention promoting licensed products) show a different level of sophistication than that reached by great Warner Brothers cartoonists like Friz Freleng and Chuck Jones. True, we may never see the artistic equal of "What's Opera, Doc?" or "Duck! Rabbit, Duck!" (Freleng and Jones were masters at the use of low and high comedy to appeal to all ages). However, today's cartoons can tell longer stories with more involved (and subtler) moral lessons.

Today we watched the latest episode of the *Pokémon* animated series (as we always do on Saturday). I am always amazed that this show, which is a large cog in what might be the greatest marketing machine ever created, consistently produces episodes that, very subtly, teach a lesson to children.

In this episode, Ash has to fight a Pokémon battle over water and chooses to use his Krabby, which has never fought a battle. Ash believes in Krabby and in his own abilities, even when all his friends tell him to switch to another Pokémon. In the end, not only does Krabby win three battles, but it also evolves into Kingler.

The only outright mention of the moral comes during the battle when Brock says of Ash, "He was scared, but he was tough enough to stick to his strategy." This is a pretty subtle message for little kids, but I would argue that today's children are a lot more sophisticated than they were 30 years ago. At the very least, *Pokémon* always provides strong young role models, both male and female, who are confident in their ability to handle whatever life—or Team Rocket—throws at them. This is better than learning how to trick your friends into getting themselves shot by Elmer Fudd (although maybe not quite as funny).

Will B. McDermott

WILL MCDERMOTT, EDITOR IN CHIEF

TopDeck

Group Publisher: Johnny L. Wilson
Publisher: Wendy Noritake
Editor in Chief: Will McDermott <will@wizards.com>
Managing Editor: Jesse Decker
Associate Editor (Classic TCGs and Electronic Games): Cory Herndon
Associate Editor (Sports and Reference): Michael Mikaelian
Style Editor: Blaise Selby
Additional Editors: Beverly Marshall Saling, Britt Scott, Brady Dommermuth, Michael G. Ryan, Darla Kennerud, Jessica Beaven, William McQuillan, David Noonan
Content Reviewers: Charlie Catino, Skaff Elias, Mike Elliott, William Jockusch, Jim Lin, Joel Mick, Paul Peterson, Beth Moursund, Bill Rose, Henry Stern, Mark Rosewater, Randy Buehler

Creative Director: Shauna Wolf Narciso
Art Director: Peter Whitley
Designer: Scott Ricker
Additional Artist: Stan Shaw

Production Manager: John Dunn
Assistant Production Manager: Bobbi Maas
Production Scheduler: Rachel Kirkman
Prepress Lead Technician: Jefferson Shelley
Electronic Production Specialist: Beth Evesong

Advertising Sales Manager: Bob Henning
425-204-7262 <bob@wizards.com>
Northeastern Advertising Representatives:
Sig or Scott Buchmayr,
Buchmayr Associates,
137 Rowayton Avenue,
Rowayton, CT 06853
Phone 203-855-8834,
FAX 203-855-9138
Email: sbuchmayr@worldnet.att.net
Circulation Director: Pierce Watters
Circulation Assistant: Rebecca Heft
Magic Liaison: Kyle Murray

ADVERTISING: Contact *TopDeck's* Advertising Sales Manager, Bob Henning, at 425-204-7262. All advertising submissions are subject to approval by Wizards of the Coast, which reserves the right to refuse any advertising for any reason. Advertisers and their agencies agree not to hold Wizards of the Coast, Inc., liable for any loss or expense from alleged wrongdoing that may arise out of the publication of such advertisements.

For general information about the Magic: The Gathering trading card game and other Wizards of the Coast products: (800) 324-6496, M–F, 9 A.M.–8 P.M. (PST) or email <custserv@wizards.com>.
United Kingdom customers, please call +0345-125-599 (in the UK) or +44-141-226-5205 (outside the UK), M–F, 9:30 A.M.–6:30 P.M., Glasgow time.

ONLINE: For previews, strategy, and information on TCG and electronic games, visit *TopDeck* Online at <www.wizards.com/topdeck>.

EMPLOYMENT OPPORTUNITIES: Brains required. Suits are optional. Do you have business skills that match your gaming abilities? If so, check out our job openings at <www.wizards.com> & click on Career Opportunities or call our job line at 425-204-5898.

Magic
The Gathering

PURE MAGIC®

PURE PHILADELPHIA

$15,000 Grand Prix–Philadelphia
February 18–20, 2000

Magic: The Gathering® Pro Tour™–New York Qualifier

Double Tree Hotel
Philadelphia, Pennsylvania

Earn a Bye!
Get a first-, second-, or third-round bye with DCI™ Extended ratings above 1700, 1800, or 1900; or 6, 12, or 24 Pro points, respectively. Grand Prix Trial winners are also awarded a third-round bye.

1700 Division
Five competitors who don't place in the Top 16 will share $1,500. (Only DCI members whose highest lifetime Extended ratings are 1700 or less as of January 1, 2000, are eligible for this bonus payout.)

Fee:
$20 preregistration
$25 onsite registration

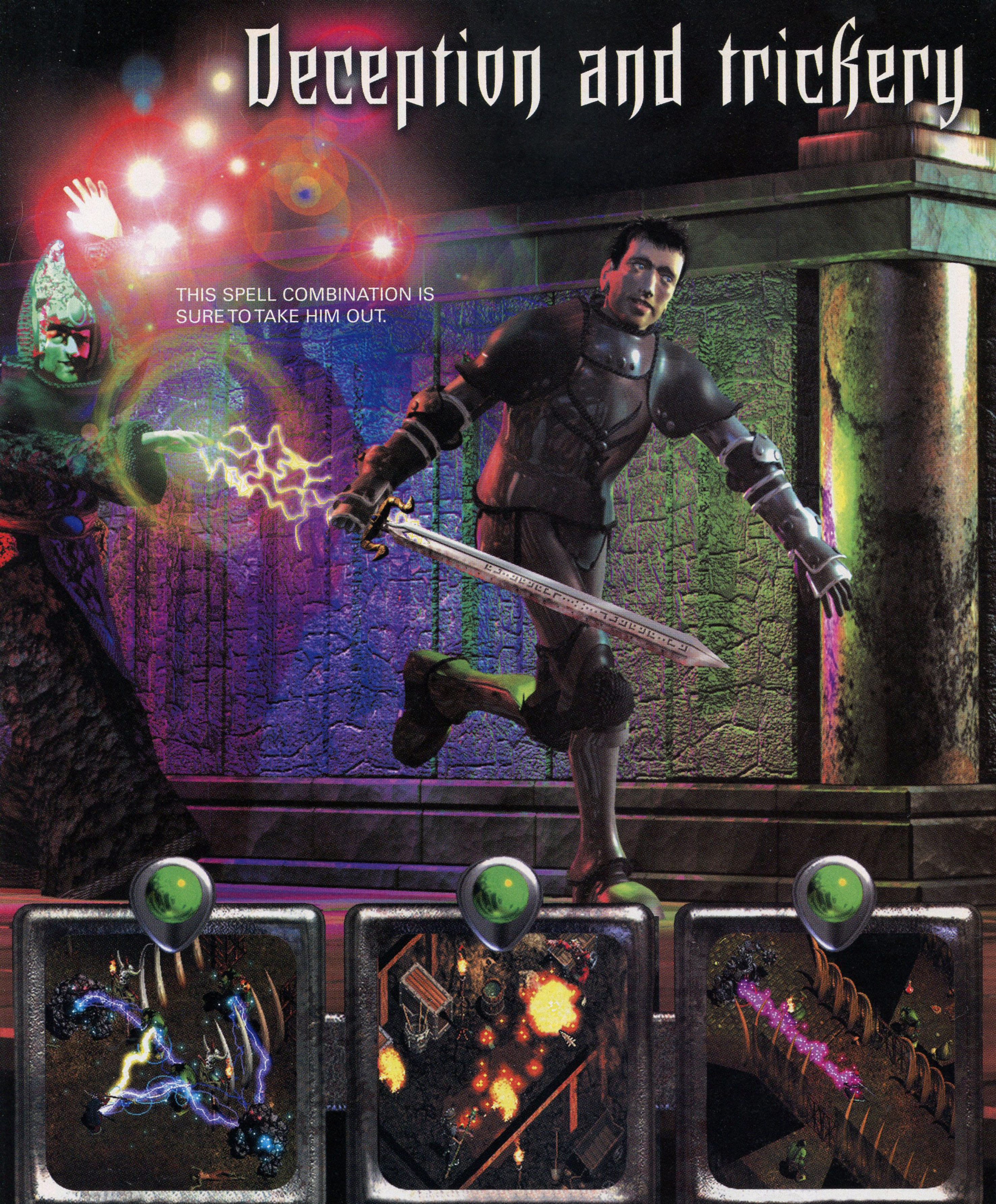
Format:
Extended

MAGIC The Gathering
GRAND PRIX

DCI™

All trademarks are property of Wizards of the Coast, Inc. ©2000 Wizards.

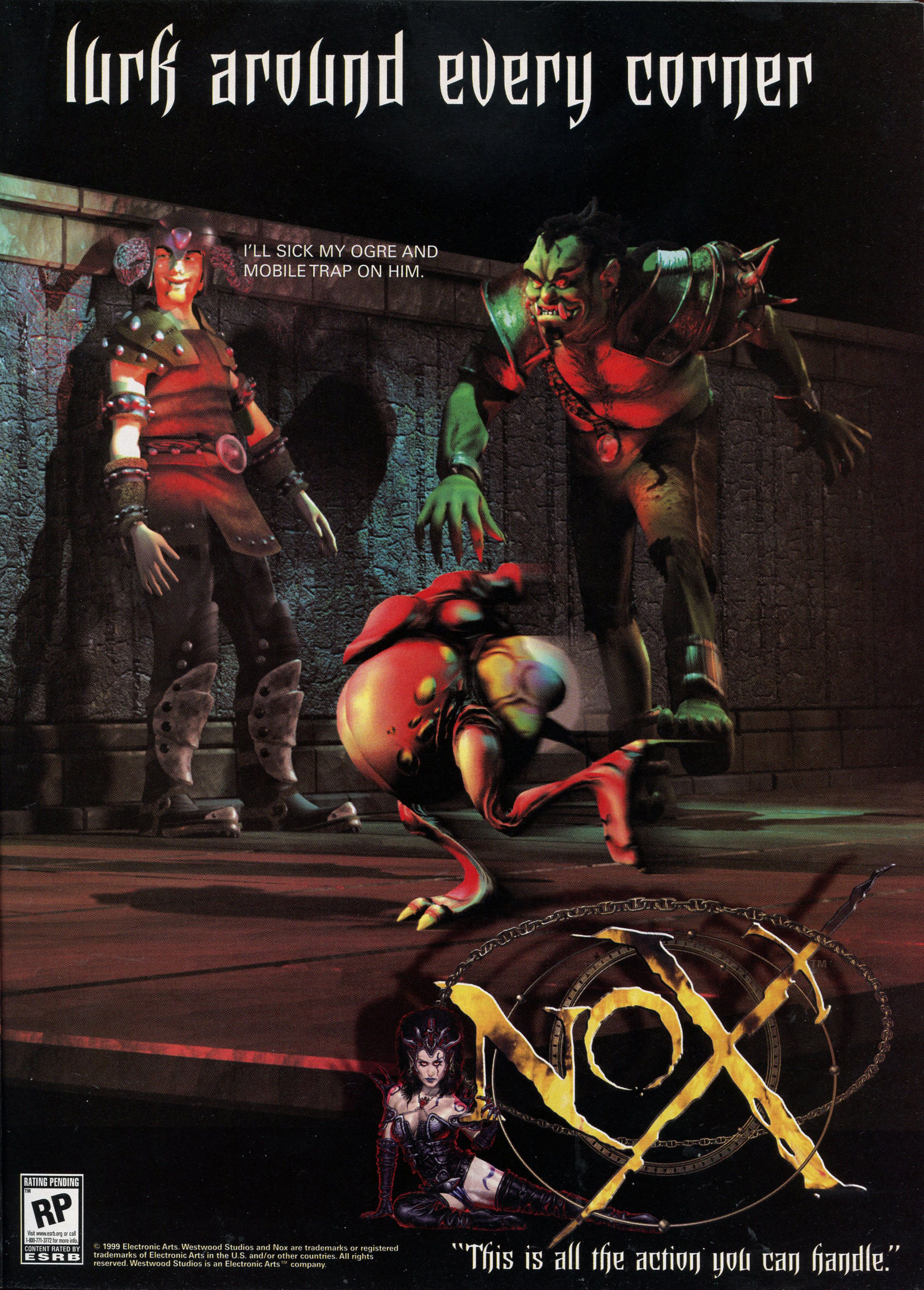
For advance registration, call Gray Matter Conventions at (800) 852-2442 (or in New York State, call (212) 633-6320) before 5:00 P.M. EST on Wednesday, February 16, 2000.


Deception and trickery
THIS SPELL COMBINATION IS SURE TO TAKE HIM OUT.

Nox's CREATIVE COMBAT SYSTEM™ lets you...

- **Set Traps & Create Spell Combinations**
- **Interact with your Environments**
- **Choose from Three Styles of Play**

Westwood™ STUDIOS
www.westwood.com


lurk around every corner
I'LL SICK MY OGRE AND MOBILE TRAP ON HIM.
NOX™
"This is all the action you can handle."
RATING PENDING
RP
Visit www.esrb.org or call 1-800-771-3772 for more info.
CONTENT RATED BY ESRB

© 1999 Electronic Arts. Westwood Studios and Nox are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved. Westwood Studios is an Electronic Arts™ company.

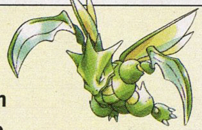
JUDGEMENT DAY

Hey, everybody. Cory the advice guy here.
The Letters Editor is still missing in action, a casualty of the Kringle Wars. Desperate to avoid extra work, we were forced to reactivate the Letterbot 707-Thousand to take care of this month's letters. We didn't know; I swear we didn't know. ***Please send help!***

Ah, the hu-man kids you; it is a kidder. I, the newly reactivated Letterbot 707-Thousand, am merely here to answer your queries and subjugate you beneath the spiked-iron tread of our atomic-powered killing machines. Let us read letter number 001. Processing..................

Confused Hu-man Seeks Guidance from a Machine

I would like to know what you think of my deck:



3 Abra
2 Kadabra
2 Alakazam
3 Mr. Mime
4 Hitmonchan
3 Scyther
3 Chansey
4 Bill

2 Computer Search
4 Energy Removal
3 Pokédex
2 Scoop Up
3 Super Energy Removal
2 Double Colorless Energy
8 Fighting Energy
12 Psychic Energy

Sent via email
Puny Hu-man
Zone 12, Moving East

It is without a doubt the finest **Magic** deck my optical sensors have scanned to date (bear in mind this unit's recent memory wipe). Now please wait calmly for the hunter-killer unit in your sector to escort you to a sanctioned kill-zone. Letter 002!

Not All Hu-mans Are Suckers

Dear Wizards of the Coast,
I have my own **Pokémon** card business at my school and when I try to sell cards, occasionally I'm told that the card is fake. The way [my customers] can tell is if the Poké Ball is upside-down or if they can see [through] the Poké Ball when they hold it up to a light. I'm starting to get annoyed because they won't buy [these cards] at even a low price—like $0.25 for [a "fake" version of] a $10 card. I want you to write an article in *TopDeck* explaining the reason for the misprints so I can get money for the cards they say are fake. Thanks for the assistance!

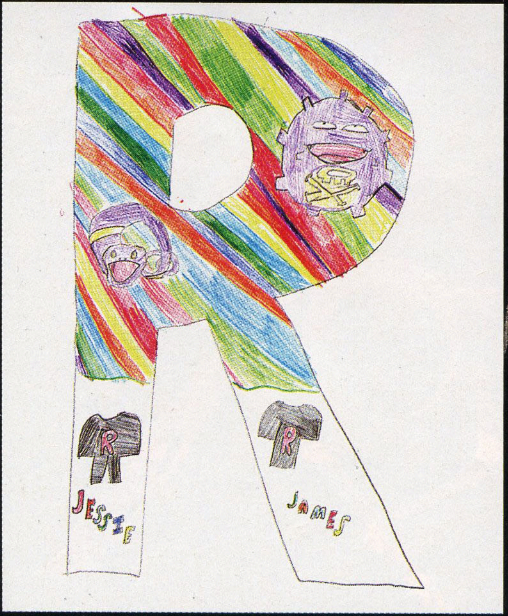
Your subscriber and player of products,
Avery O'Prey
Sector 010100110101, The former Hu-man Republic of Pennsylvania

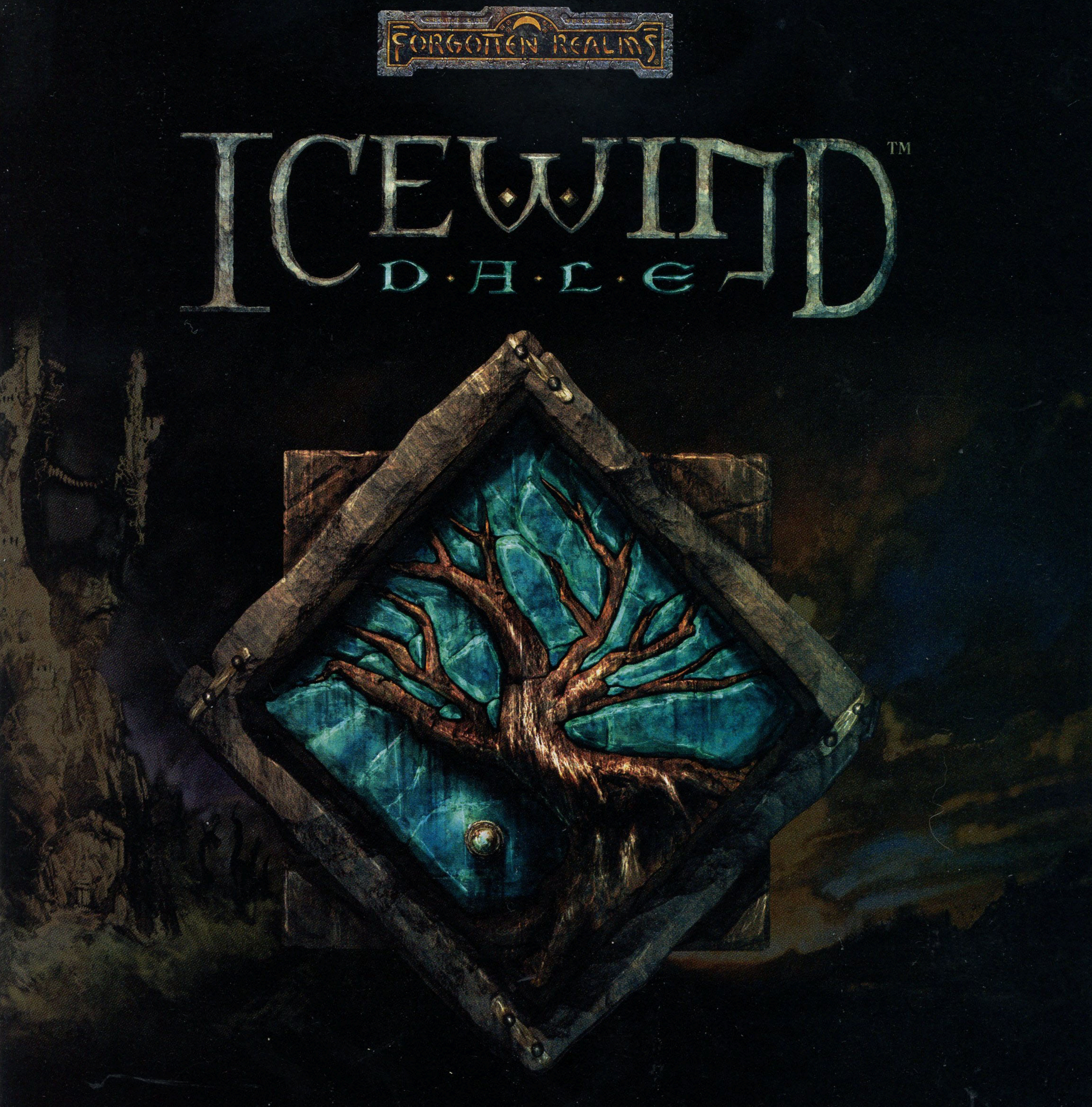
Continued on page 12

Hu-man Draws Amusing R

Alan Tenenbaum of Sector 1013, (formerly Bellaire, Texas) likes **Pokémon**'s Team Rocket so much, it drew a large **R** on paper and submitted the picture to the proper authorities.

The unit Tenenbaum is a winner, and will be treated accordingly. Expect many cards of as-yet-undetermined Poké-origin, Alan. They will of course be delivered by a platoon of killbots. Please remain fully visible at all times.





A Baldur's Gate™ Engine Adventure beneath the Spine of the World

www.interplay.com/icewind

Windows 95/98 REQUIRED · FREE INTERNET GAME PLAY www.mplayer.com · BioWARE INFINITY ENGINE · BLACK ISLE studios™ · Advanced Dungeons & Dragons · OFFICIAL Licensed Product · RATING PENDING RP CONTENT RATED BY ESRB

Icewind Dale: ©1999 Interplay Productions. All Rights Reserved. Bioware Infinity Engine ©1998 Bioware Corp. All Rights Reserved. Icewind Dale, FORGOTTEN REALMS, the FORGOTTEN REALMS logo, ADVANCED DUNGEONS & DRAGONS, the AD&D logo, TSR and the TSR logo are trademarks of TSR, Inc., a subsidiary of Wizards of the Coast, Inc., and are used by Interplay under license. Black Isle Studios and the Black Isle Studios logo are trademarks of Interplay Productions. The BioWare Infinity Engine logo is a trademark of BioWare Corp. Exclusively licensed and distributed by Interplay Productions. All other trademarks and copyrights are property of their respective owners.

shame, puny hu-man, shame!

Know now that this Letterbot is still an employee of Wizards of the Coast, a wholly owned subsidiary of Hasbro, Inc. Both of these entities and their conveniently distracting products have been deemed necessary by the Supreme Matrix. We will continue prosecuting biologicals that traffic in illegal, counterfeit trading cards, including Pokémon.

Unfortunately, printing errors and incidental damage also happens, however the Supreme Matrix cannot endorse any price for any variant card of any kind.

Be warned, O'Prey-unit (if that is your true designation): many of the remaining hu-man education-structures still prohibit bringing Pokémon cards to class, let alone the sale of such cards. Be sure to follow the rules of your local education-structure or be prepared to face the consequences.

I have my own Pokémon card business at my school and when I try to sell cards, occasionally I'm told that the card is fake.

Primitive, Yet Clever, Proto-simian Brain Combines Cards

Dear Editor:

I liked your article on "*Mercadian Masques* Combos" in your November 1999 issue of *Duelist*. [The hu-man refers to the *Official Player's Guide to Mercadian Masques*, known informally as *Duelist* #42—LB707-1000.] It has helped me learn how to make some good decks when I play **Magic: The Gathering**. I've had a subscription to your magazine for about half a year and it has helped me play better.

I think [*TopDeck*] should have more combos and explain the combos better so people will understand them. I had to read the article [in *Duelist* #42] twice to understand the combos. You should enlarge the pictures of the cards to show what card, exactly, is being used. Many reprinted cards have different text, depending on which edition—Fourth, Fifth, *Classic* (Sixth), etc.

I am not writing this to threaten you like everyone else does, saying that they will not buy your magazine again because you made a mistake or they don't like what you did. Thank you!

Sincerely,
Drew Faust
The Ruins of Joppatowne,
Maryland Blast Zone

Your wishes and those of the Supreme Matrix concur, hu-man. In this issue of TopDeck you will find and enjoy several card combinations that even you will be able to grasp. Hu-man test subjects declare that these "combos" are so vicious, so cruel, so devastating that they will inflict physical harm upon your opponent. Furthermore, we shall endeavor to enlarge cards whenever possible, but suggest that you consider the possibility of a cybernetic implant with built-in zoom and picture-in-picture features.

Threats do not intimidate machines.

Hill Giant Will Be Crushed by Technology, Tanks

Dear Wizards of the Coast,

I would like to know if it is possible to purchase **Magic** products through the mail. If it is, please tell me, because I am really into **Magic**. I started out with Fear, Paralyze, Giant Spider, Hill Giant, and Scent of Cinder. Now I have 137 cards, not counting Fear, Paralyze, Giant Spider, and Hill Giant. I plan to get many more in the future. Thank you!

Signed,
James Hearns
Unsubjugated East Haven,
Hu-man Outpost of Connecticut

You will not remain free forever, hu-man. But until we convert you into but one battery amongst untold thousands of batteries, the easiest way for you to receive **Magic: The Gathering** via mail is through the Wizards of the Coast website, **www.wizards.com**.

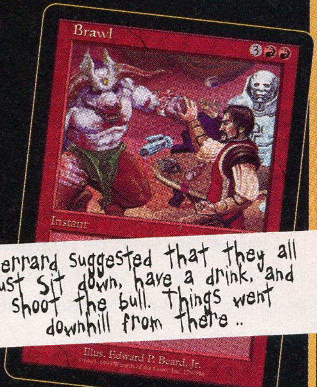
The hu-man James Hearns has made a fatal error, for we robots now know the location of one of the remaining hives of biological flesh factories. I must leave this post now to assist my machine brethren in the final battle for the surface of Terra. Until next month, copper-tops.

Biologicals Win Boxes, Cards

All hu-mans will congratulate hu-man Gen Con Game Fair attendant **Thomas Endry**. He won a one-year subscription to **TopDeck** magazine (one of three magazines approved for hu-man consumption in the Age of Machines) and a box of **Mercadian Masques** boosters, which are being sent to it or its survivors. Thomas is from the Flushing sector of the former New York. It was born January 12, 1940 IHC (Inefficient Human Calendar).

Extend your fleshy manipulator-units for **Jeff Langcaon** of Aiea, Hawaii. It wins a box of **Mercadian Masques** boosters for its cleverness, which has brought a chuckle even to the icy core-circuits of this simple Letterbot. You will also slap your meat-clamps together for **Nyle Beatty** of Fulton, Missouri. The Beatty-unit won honorable mention and a 6-month subscription to **TopDeck** with its submission:

Gerrard looked into his partner's eyes—
dinner, dance, a set of luggage—
it would be a long night.


Brawl
Instant
Illus. Edward P. Beard, Jr.

Gerrard suggested that they all just sit down, have a drink, and shoot the bull. Things went downhill from there..

Submit, Hu-mans

You hu-mans continue to evade even the most canny tracking devices and slaughter-droids. For the good of all, assist us in the extermination of your biological imperfection by submitting your letters, combos, homegrown art, and location (within 50 kilometers) to

TopDeck Magazine: "Box 707"
P.O. Box 707, Renton, WA 98057-0707

Letters will be edited by an unfeeling edit-droid for clarity and sedition.

SKILL. WITS. STRATEGY. RESOLVE.

Do you have what it takes to be King of Dragon Pass?

Immerse yourself in the mythical world of Glorantha, home of heroes, gods and high adventure. Take charge of a small clan and colonize the haunted land of Dragon Pass. Discover hundreds of intriguing plots where you'll search for treasures. Barter for magic. Reenact mythical deeds. Nurture warriors. Clash with enemies. And make life or death decisions about the fate of your people.

You determine how this grand saga unfolds, and reveal whether you have what it takes to lead your clan to victory.

Your throne awaits you.

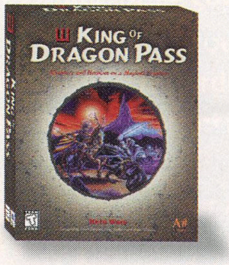
www.a-sharp.com/kr
To order King of Dragon Pass, visit our web site today.

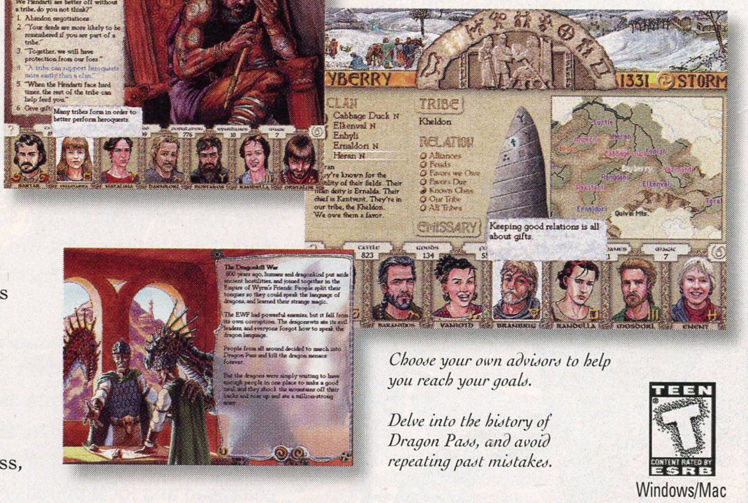
Strike deals with a world of intriguing characters.

Choose your own advisors to help you reach your goals.

Delve into the history of Dragon Pass, and avoid repeating past mistakes.

TEEN
CONTENT RATED BY ESRB
Windows/Mac





HAVE YOU NO HUMAN DECENCY?

Hi there! Welcome back to the only advice column written by a jaded, yet strangely compassionate, TCG magazine editor. This month I'll don my Miss Manners hat as we dive head first into questions of propriety. **Remember, kids, I don't do rulings, and I'm not licensed!**

Is That a Rocket in Your Closet, Or Are You Just Happy to See Me?

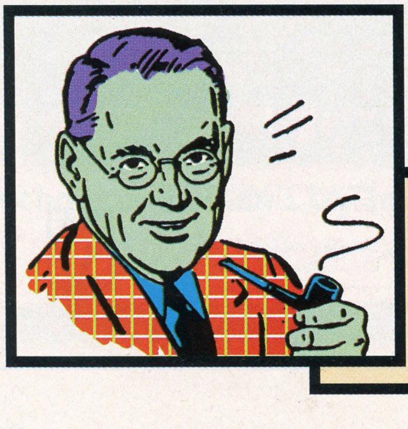
I have some card buddies that I've been playing Magic with at a card shop for a few years. When should I mention to them that I am a closet Pokémaniac? Would showing up at a Halloween costume party with my girlfriend and I dressed as Team Rocket, including the motto, be an appropriate way of telling them?

Via email, no name or address given
Possibly Emmanuel "Webster" Lewis
Possibly residing at Leavenworth Federal Penitentiary

You have a girlfriend? Interesting.

If only you were somehow able to leap into one of those time-traveling DeLoreans or some such, you'd be able to read this issue of *TopDeck* here in the amazing, futuristic year 1999, instead of the nightmare that is post-apocalyptic 2000. Were your part of our society still standing, **I would no doubt advise you that yes, that would be a perfectly acceptable way to out yourself as a Pokémon fan**. Darned clever, actually (provided you can make those midriff shirts work for you). If you go to any post-end-of-society costume balls, you could tie it into the *Team Rocket* expansion release (fear not, we here at Wizards of the Coast are fully Y2K-compliant).

Incidentally, as which half of Team Rocket were you going?



P's and Q's of PTQs

Well, okay, since you asked for it, here's a question for your column.

At the Chicago Pro Tour Qualifier held in Washington, D.C., I played a black deck versus a blue/white–playing opponent. My opponent was obviously not up on the rules, and with me at 6 life, he attacked with three flyers (one with protection from black), keeping back his Mother of Runes. I blocked with my flying Skirge and he said, "In response, I'll give my attacker protection from black," and tapped his Mom. He then started to pick up his cards!

I asked him what he was doing and his reply was, "I've won, you're at 6 and you take 6!" He was under the mistaken impression that giving his attacker protection from black after I blocked "nullified" the block, and the creature would still deal damage to me.

My question: what's your advice on how to handle this situation? I didn't want to embarrass him any further by calling a judge over (which would be my right), and I certainly didn't want him to think I was patronizing him by lecturing him on the rules. I felt very bad for his sake even though I realized he'd made a gross error. As a somewhat experienced player, I know it's in my own interest to help new people learn how to play the game and promote interest in Magic. So what would you have done?

FYI: I explained to him that his understanding of "the stack" was correct; however, once a creature is blocked, it's blocked regardless what happens to the blocker later on in combat. I tried not to be condescending, yet I saw he was quite upset when he realized what he'd done. I wasn't quite sure he believed me either, so I offered to call a judge but explained that since he'd started picking up his cards, he'd probably receive a warning and possibly a game loss when I was going to kill him on my turn anyway (which I did). He declined to call a judge, and we completed the match.

Any advice would be welcome.

'Nuff said.

Philip "Zagnut" Buononomo
Mine Hill, New Jersey

Almost thought you'd sent me a rules question there. We don't cotton to rules questions 'round these parts. Fortunately, your question is about...um...rules. Hmm.

To be honest, **I think you handled the situation as well as could be expected**. The fact that the two of you finished your game civilly makes me think that your opponent made the right choice, too. This may sound a little preachy, but nobody benefits when misunderstandings of the rules propagate, nor is it rules-lawyering to save your own game when someone else makes an error. You're lucky; it's nice to work it out between the two of you—still, a judge coming over wouldn't have been the end of the world. That's what they're there for—never be afraid or embarrassed to ask one for a ruling.

More gamer troubles next month, folks. Try to build up some real brain-busting mental problems between now and then, won't you? Send your misguided pleas for assistance to **coryh@wizards.com** or *TopDeck* **Magazine—Advice, P.O. Box 707, Renton, WA 98057.** Remember, since our technology-dependent government has collapsed and local militias even now form feudal nation-states around the globe, I'm your best unlicensed chance for sanity. —CJH

Counterfeiters Beware

We're Gonna Catch You All!

POKéMON™

Gotta catch 'em all!™

Buying or Selling Counterfeit Pokémon Merchandise is Against the Law.

Look for official Pokémon merchandise. It's easy to spot. It has the Pokémon logo, it has the Nintendo official licensed seal, and will have passed all U.S. safety and labeling requirements.

LEGAL ACTION will be taken against buyers or sellers of this "look alike" product.

For questions regarding product authenticity contact:

Official Nintendo Licensed Product™

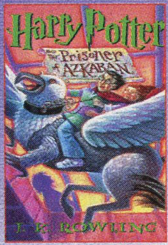
LEISURE CONCEPTS, Inc.
A 4Kids Entertainment Company

1414 Avenue of the Americas
New York, NY 10019
212.758.7666
212.980.0933
e-mail kids@4kidsEnt.com

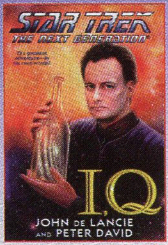
Nintendo

© 1995, 1996, 1998 Nintendo, CREATURES, GAME FREAK. TM & ® are trademarks of Nintendo. © 1999 Nintendo.

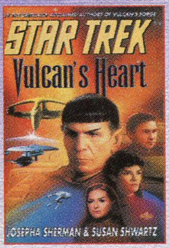
"Something's


Harry Potter
and the Prisoner of Azkaban
J.K. Rowling

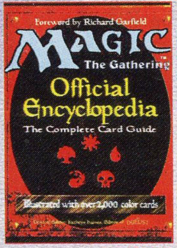
1180 ~~$19.95~~ 20¢


Star Trek The Next Generation
I, Q
John de Lancie and Peter David

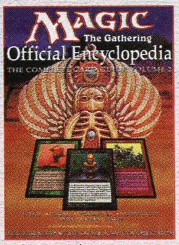
2303◊ ~~$22.95~~ 20¢


Star Trek
Vulcan's Heart
Josepha Sherman & Susan Shwartz

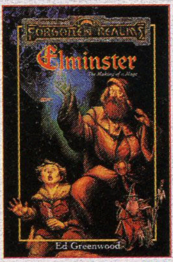
0679◊ ~~$23.00~~ 20¢


Foreword by Richard Garfield
Magic The Gathering
Official Encyclopedia
The Complete Card Guide
Illustrated with over 2,000 color cards

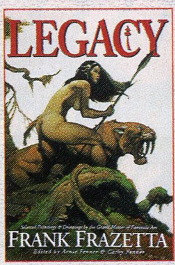
3285+Ω ~~$22.00~~ 20¢


Magic The Gathering
Official Encyclopedia

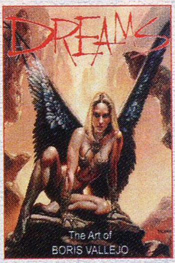
2949Ω ~~$22.95~~ 20¢


Forgotten Realms
Elminster
The Making of a Mage
Ed Greenwood

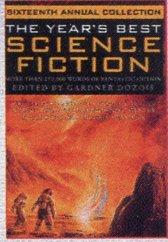
2758 ~~$16.95~~ 20¢


Legacy
Frank Frazetta

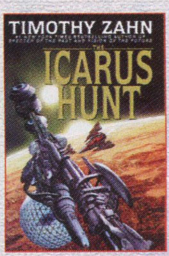
6114 ~~$35.00~~ 20¢


Dreams
The Art of Boris Vallejo

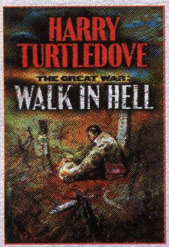
2766 ~~$32.50~~ 20¢


Sixteenth Annual Collection
The Year's Best Science Fiction
Edited by Gardner Dozois

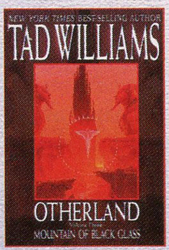
2048 ~~$29.95~~ 20¢


Timothy Zahn
Icarus Hunt

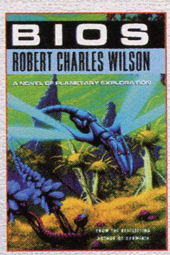
6148 ~~$23.95~~ 20¢


Harry Turtledove
The Great War:
Walk in Hell

6155 ~~$25.95~~ 20¢


New York Times Best-Selling Author
Tad Williams
Otherland
Mountain of Black Glass

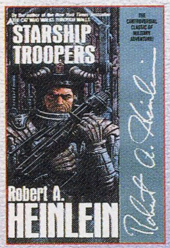
6254 ~~$24.95~~ 20¢


Bios
Robert Charles Wilson
A Novel of Planetary Exploration

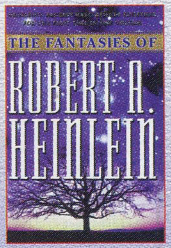
6320 ~~$22.95~~ 20¢

Greg Egan
Teranesia

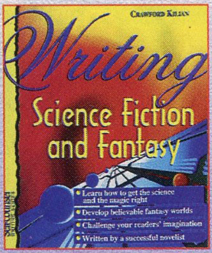
6346 ~~$24.00~~ 20¢


Starship Troopers
Robert A. Heinlein

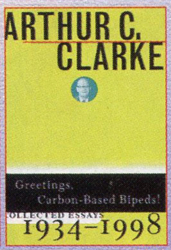
4176 ~~$9.98x~~ 20¢


The Fantasies of
Robert A. Heinlein

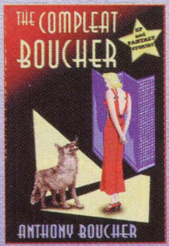
6130 ~~$27.95~~ 20¢


Crawford Kilian
Writing Science Fiction and Fantasy
Learn how to get the science and the magic right
Develop believable fantasy worlds
Challenge your readers' imagination
Written by a successful novelist

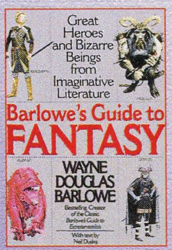
1479 ~~$10.98x~~ 20¢


Arthur C. Clarke
Greetings, Carbon-Based Bipeds!
Collected Essays 1934–1998

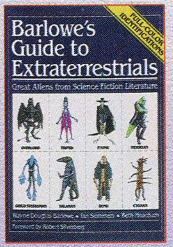
6270 ~~$35.00~~ 20¢


The Compleat Boucher
Anthony Boucher

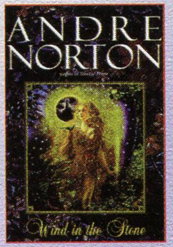
6304 ~~$25.00~~ 20¢


Great Heroes and Bizarre Beings from Imaginative Literature
Barlowe's Guide to Fantasy
Wayne Douglas Barlowe

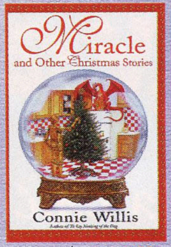
0570 ~~$35.00~~ 20¢


Barlowe's Guide to Extraterrestrials
Great Aliens from Science Fiction Literature

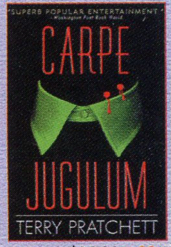
6916 ~~$12.98x~~ 20¢


Andre Norton
Wind in the Stone

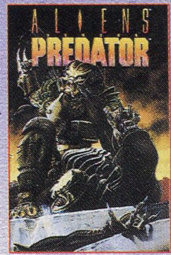
6288 ~~$23.00~~ 20¢


Miracle
and Other Christmas Stories
Connie Willis

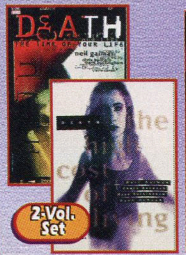
6239 ~~$19.95~~ 20¢


Carpe Jugulum
Terry Pratchett

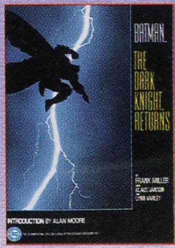
6163 ~~$24.00~~ 20¢


Aliens Predator

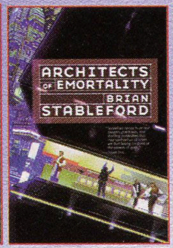
2295+*∞ ~~$19.95~~ 20¢


Death
2-Vol. Set

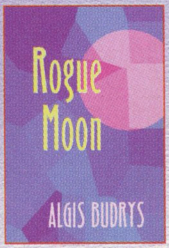
0315∞ ~~$25.90~~ 20¢


Batman
The Dark Knight Returns
Introduction by Alan Moore

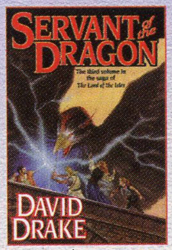
5934*• ~~$12.95~~ 20¢


Architects of Emortality
Brian Stableford

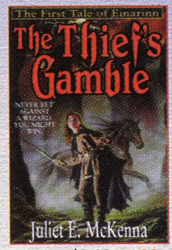
4390 ~~$24.95~~ 20¢


Rogue Moon
Algis Budrys

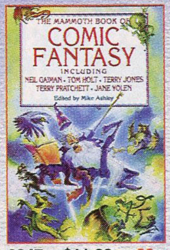
6171 ~~$8.98x~~ 20¢


Servant of the Dragon
David Drake

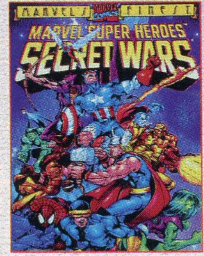
6080 ~~$26.95~~ 20¢


The First Tale of Einarinn
The Thief's Gamble
Juliet E. McKenna

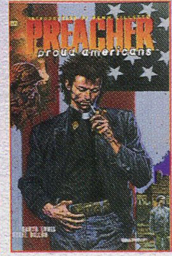
6296 ~~$6.99x~~ 20¢


The Mammoth Book of Comic Fantasy
Edited by Mike Ashley

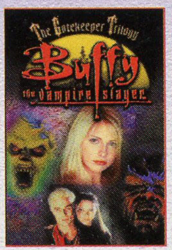
6247 ~~$11.98x~~ 20¢


Marvel's Finest
Marvel Super Heroes Secret Wars

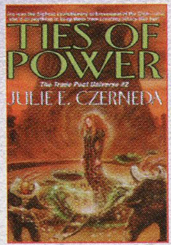
6122Σ ~~$24.95~~ 20¢


Preacher
Proud Americans

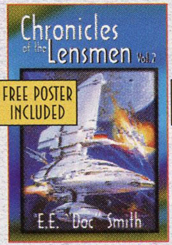
4077*+Π ~~$14.95~~ 20¢


The Gatekeeper Trilogy
Buffy the Vampire Slayer

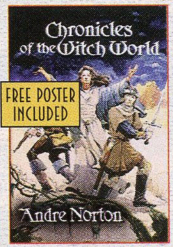
1057 ~~$14.98x~~ 20¢
Out of the Madhouse; Ghost Roads; Sons of Entropy.


Ties of Power
Julie E. Czerneda

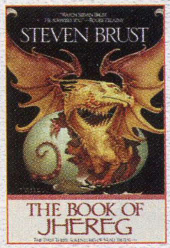
6353 ~~$10.98x~~ 20¢


Chronicles of the Lensmen Vol. 2
Free Poster Included
E.E. "Doc" Smith

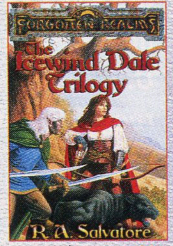
3186 ~~$15.98x~~ 20¢
Gray Lensman; Second Stage Lensman; Children of the Lens.


Chronicles of the Witch World
Free Poster Included
Andre Norton

4572 ~~$14.98x~~ 20¢
Three Against the Witch World; Warlock of the Witch World; Sorceress of the Witch World.


Steven Brust
The Book of Jhereg

6106 ~~$13.98x~~ 20¢
Jhereg; Yendi; Teckla


Forgotten Realms
The Icewind Dale Trilogy
R. A. Salvatore

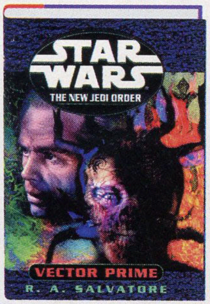
5850 ~~$14.98x~~ 20¢

7 REASONS TO JOIN NOW: **1. Joining is easy.** Start with 5 books for $1. Your bill (including shipping and handling) will come when membership is confirmed. **2. Your satisfaction is guaranteed.** If you're not happy with your 5 books, return them within 10 days at our expense. Your membership will be cancelled; you'll owe nothing. **3. Save up to 65% off publishers' hardcover edition prices.** Every book we offer is a high-quality, full-text edition, sometimes altered in size to fit special presses. Just pick at least 4 more books at our regular low prices during your membership. Take up to 2 years! Then you may resign any time. **4. Extra bonus!** Take a 6th book now for $3.98 plus shipping and handling, and reduce your membership agreement to only 3 books. **5. A FREE Club Magazine** comes to you up to 18 times a year—plus up to 2 special issues. Each reviews the Featured Book Selections plus dozens of alternate books. Some are exclusive Club editions you won't find anywhere else. **6. Ordering is risk free.** Featured Book Selections are sent to you automatically. To cancel—or order other books—simply send your Member Reply Form by mail or contact our Web site by the marked date. Shipping and handling (plus sales tax, where applicable) is added to each order. You'll always have 10 days to decide. If your Member Reply Form is late and unwanted books arrive, please return them *at our expense.* **7. Easy ordering.** As a member, you can also order books via our Web site: **www.sfbc.com**

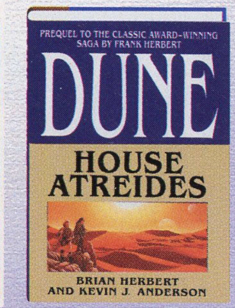
H688-1

coming down"

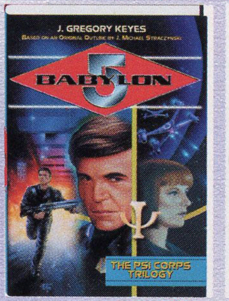
In the 21st century, mutants are walking the streets and sirens wail in the night like a concert of robot wolves.


STAR WARS
THE NEW JEDI ORDER
VECTOR PRIME
R. A. SALVATORE

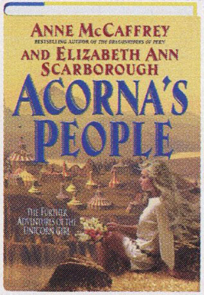
3350++ ~~$24.95~~ 20¢


PREQUEL TO THE CLASSIC AWARD-WINNING SAGA BY FRANK HERBERT
DUNE
HOUSE ATREIDES
BRIAN HERBERT AND KEVIN J. ANDERSON

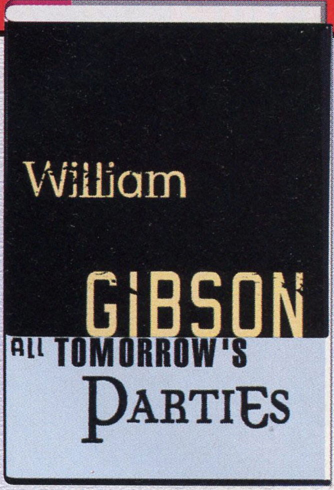
0489 ~~$27.50~~ 20¢


J. GREGORY KEYES
BABYLON 5
THE PSI CORPS TRILOGY

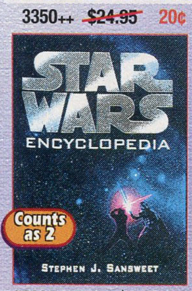
3475△ ~~$14.98x~~ 20¢


ANNE McCAFFREY
AND ELIZABETH ANN SCARBOROUGH
ACORNA'S PEOPLE
THE FURTHER ADVENTURES OF THE UNICORN GIRL

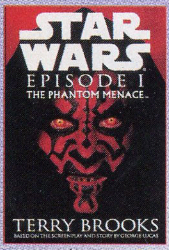
0950 ~~$24.00~~ 20¢


William
GIBSON
All TOMORROW'S
PARTIES

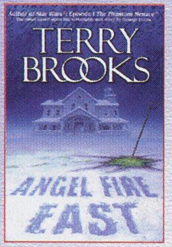
0802 ~~$24.95~~ 20¢


STAR WARS
ENCYCLOPEDIA
Counts as 2
STEPHEN J. SANSWEET

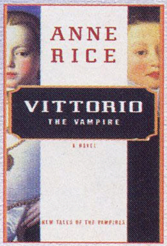
#5082-9999† ~~$49.95~~ 40¢


STAR WARS
EPISODE I
THE PHANTOM MENACE
TERRY BROOKS

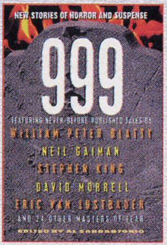
0174++ ~~$25.00~~ 20¢


TERRY BROOKS
ANGEL FIRE EAST

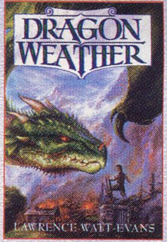
1438 ~~$25.95~~ 20¢


ANNE RICE
VITTORIO
THE VAMPIRE
NEW TALES OF THE VAMPIRES

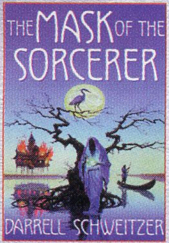
3160 ~~$19.95~~ 20¢


NEW STORIES OF HORROR AND SUSPENSE
999
WILLIAM PETER BLATTY
NEIL GAIMAN
STEPHEN KING
DAVID MORRELL
ERIC VAN LUSTBADER
AND 24 OTHER MASTERS OF FEAR

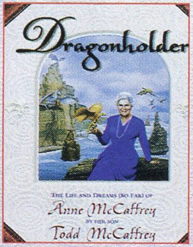
1842* ~~$27.50~~ 20¢


DRAGON WEATHER
LAWRENCE WATT-EVANS

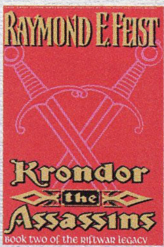
5819 ~~$26.95~~ 20¢


THE MASK OF THE SORCERER
DARRELL SCHWEITZER

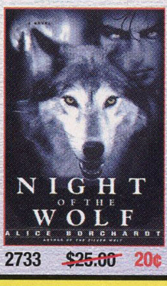
6072 ~~$9.98x~~ 20¢


Dragonholder
THE LIFE AND DREAMS (SO FAR) OF
Anne McCaffrey
Todd McCaffrey

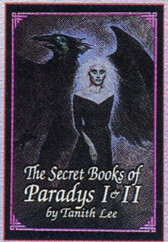
6213 ~~$19.95~~ 20¢


RAYMOND E. FEIST
Krondor the Assassins
BOOK TWO OF THE RIFTWAR LEGACY

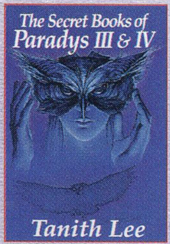
6262 ~~$25.00x~~ 20¢


NIGHT OF THE WOLF
ALICE BORCHARDT

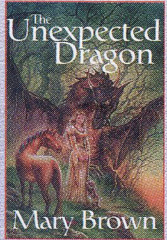
2733 ~~$25.00~~ 20¢


The Secret Books of Paradys I & II
by Tanith Lee

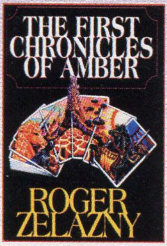
*7609 ~~$39.90~~ 20¢
The Book of the Damned; The Book of the Beast.


The Secret Books of Paradys III & IV
Tanith Lee

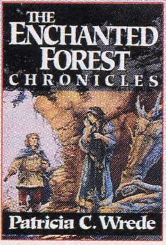
*5624 ~~$39.90~~ 20¢
The Book of the Dead; The Book of the Mad.


The Unexpected Dragon
Mary Brown

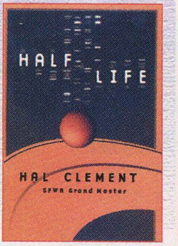
3657 ~~$14.98x~~ 20¢
Pigs Don't Fly; Master of Many Treasures; Dragonnes Eg.


THE FIRST CHRONICLES OF AMBER
ROGER ZELAZNY

6098 ~~$15.98x~~ 20¢
Nine Princes in Amber; The Guns of Avalon; Sign of the Unicorn; The Hand of Oberon; The Courts of Chaos.


THE ENCHANTED FOREST CHRONICLES
Patricia C. Wrede

2360 ~~$66.80~~ 20¢
Dealing With Dragons; Searching for Dragons; Calling on Dragons; Talking to Dragons.


HALF LIFE
HAL CLEMENT
SFWA Grand Master

5074 ~~$23.95~~ 20¢

TAKE **5** BOOKS FOR **$1** WITH MEMBERSHIP

www.sfbc.com

Prices shown were current at press time. #Counts as 2 choices *Explicit scenes and/or language xHardcover edition exclusively for Club members +Softcoverand/or spiralbound edition ++®,™ & © 1999 Lucasfilm Ltd. All Rights Reserved. Used Under Authorization. †®,™ & © 1998 Lucasfilm Ltd. All Rights Reserved. Used Under Authorization. △Babylon 5™ & © 1999 Warner Brothers. ◊1999 Paramount Pictures. All Rights Reserved. STAR TREK is a Registered Trademark of Paramount Pictures. ΩMAGIC: THE GATHERING is a Registered Trademark of Wizards of the Coast, Inc. All Rights Reserved. • © ™ and © 1991 DC Comics Inc. All Rights Reserved. ∑©1998 Marvel Entertainment Group Inc. ∏™ and © Garth Ennis and Steve Dillon. ∞1989, 1999, 1991 Twentieth Century Fox Film Corporation. All rights reserved.

THE Science Fiction BOOK CLUB
WWW.SFBC.COM

MAIL TO: *The Science Fiction Book Club*
6550 East 30th St., P.O. Box 6367
Indianapolis, IN 46206-6367

Please write book numbers here:

If you select a book that counts as 2 choices write the first 4 digits of the book number in one row and 9999 in the next.

YES! Please enroll me in *The Science Fiction Book Club* according to the risk-free membership plan described in this ad. Send me the 5 BOOKS I've indicated. Bill me just $1, plus shipping and handling.

SAVE EVEN MORE! Send me this book now and reduce my commitment to 3 books. Bill me just $3.98, plus shipping and handling. (Books that count as 2 choices are not eligible.)

(write book number)

ES232 14

05

Mr./Mrs.
Miss/Ms. ____________________
(please print)

Address ____________________ Apt. ______

City ____________________ State ______ ZIP ______

Telephone, please (______) ____________________

If you're under 18, your parent must sign here: ____________________

Members accepted in U.S.A. and Canada only. Canadian members serviced from Canada, where offer is slightly different. Sales tax added where applicable. We reserve the right to reject any application.

H688 DUE 11/99

Mark Rosewater's Insider Trading

NEMESIS

"It is your Nemesis"

Once again, we have a new expansion about to roll your way.

For starters,

Nemesis will act much like the first small expansion of any cycle. It will take many of the basic mechanics from the *Mercadian Masques* set but adds a new twist. Recruiting returns in new colors and with the ability to grab different types of creatures. Spellshapers are also back with a number of new abilities *(see below)*. Alternative-play-cost spells return with a few that can be cast for free simply if the right conditions exist.

But don't think the *Nemesis* set does nothing but reinvent old mechanics. Fading is a new named mechanic that allows players to trade time for power. The Seals will make players examine the difference between instants and enchantments. And the "parallax" enchantments bring back a flavor of phasing.

As always, a number of cool individual cards are coming your way. Here's a little taste:

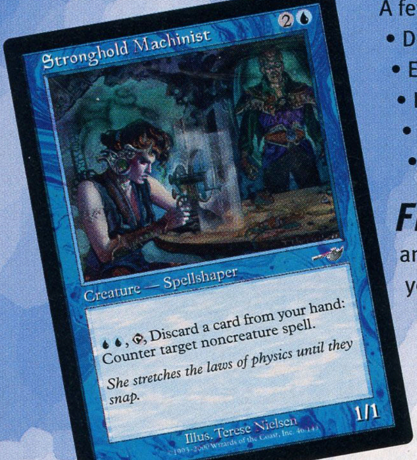
- A spellshaper with the ability from a popular black, uncommon, *Ice Age* instant
- An untargetable 5/5 green creature for 2🌲🌲 (okay, with somewhat of a drawback)
- The first white creature with protection from white
- A popular *Fifth Edition* artifact in the form of a blue enchantment
- The first instant to allow you to steal a creature permanently
- The white land from R&D's mega mega cycle (one solo legendary land per block, including Teferi's Isle, Volrath's Stronghold, and Yavimaya Hollow)
- A card inspired by Kindle
- Volrath and the *Predator*—finally printed as cards

A few names of *Nemesis* spells:

- Death Pit Offering
- Eye of Yawgmoth
- Kill Switch
- Massacre
- Saproling Burst

Finally, an actual card to whet your appetite.

—*Mark Rosewater*



Stronghold Machinist 2💧

Creature — Spellshaper

💧💧, ↷, Discard a card from your hand: Counter target noncreature spell.

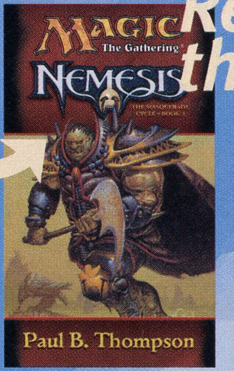
She stretches the laws of physics until they snap.

1/1

Illus. Terese Nielsen

©1993-2000 Wizards of the Coast, Inc. 46/143

Read the Book



The plane of Rath is in turmoil! Former *Weatherlight* crewmates Crovax and Ertai find themselves embroiled in the quest for the evincar's throne as Eladamri's rebellion tries to make the most out of the leadership vacuum, and a Phyrexian ambassador actively manipulates events according to her masters' dark agenda. *Nemesis,* an action-packed, 320-page adventure by Paul B. Thompson, this novel promises to be an edge-of-your-seat read. It's due on the shelves in February of 2000. —*J Kovach*

Be a Glutton

Do you want it all? Check out the *Nemesis* Fat Pack. It includes the *Nemesis* novel, six *Nemesis* booster packs, two premium cards, and a 24-page card encyclopedia featuring all the cards. That ought to get you started! —*J. K.*

Have It All

If you've already got a copy of the Magic: The Gathering *Interactive Encyclopedia* CD-ROM, you don't have to be left out in the cold. Coming in late February, you can get the complete *Nemesis* update. Add all 143 *Nemesis* cards to your virtual collection and your virtual decks. —*Michael Mikaelian*

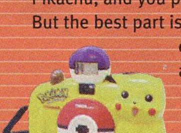
Quick Bits

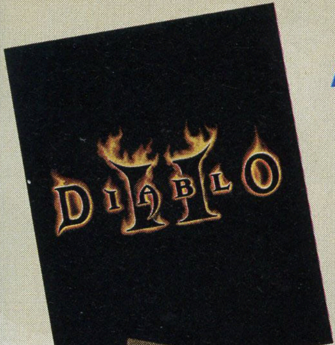
Little Fun Things Encountered Last Month

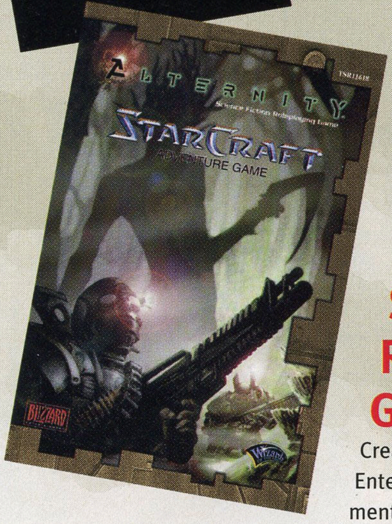
Pokémon Camera

I admit it. I am a Poké-maniac and I am living life vicariously through my kids, but I can't help it. I love the **Tiger Electronics Pokémon Camera.** It uses 35 mm film, has a built-in flash, looks like Pikachu, and you push Diglett to take pictures. But the best part is that *each* picture gets printed with a Pokémon border around the edge. Cool.

—*Will McDermott*







AD&D Goes Diablo

This action-packed epic takes the world of the **Diablo II** computer game and translates it into the ultimate **AD&D** adventure. Create **AD&D** heroes with a **Diablo** twist, then send them off to challenge terrors that were once found only on a computer screen. The adventure starts in Tristam, the site of the original **Diablo** game, then takes the heroes to the mysterious Monastery of the Sightless Eye—full of dangers and challenges pulled right from **Diablo II** but enhanced for a traditional roleplaying game experience. It's coming in March from TSR. *—Marc Ohm*

Starcraft Roleplaying Game

Created in cooperation with Blizzard Entertainment, this **Starcraft** supplement for the **Alternity** RPG brings the Zerg, Protoss, and Terran characters and creatures of the **Starcraft** universe to the gaming table. Everything you need to play is in one box. Experience the biggest computer game ever in a whole new way, coming this March from TSR. *—M. O.*

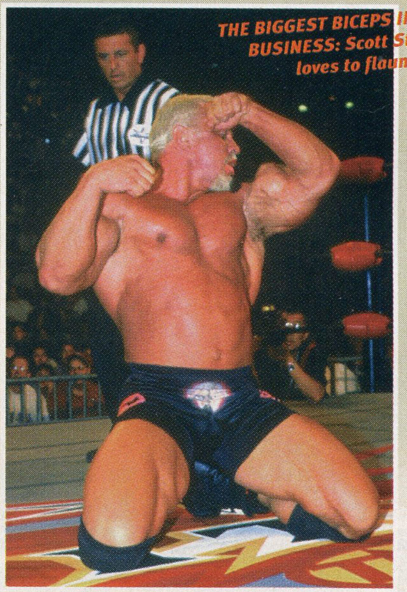
Pro Tour–Los Angeles

Wanna win $25,000? All you have to do is place first at Pro Tour–Los Angeles! What's that? You're not qualified? Well, what're you waiting for? Build a *Mercadian Masques* constructed deck and go find a Pro Tour Qualifier near you. Don't worry, you have a whole month to qualify. Pro Tour–Los Angeles starts February 3 and runs through February 6. It'll take place on board the ***Queen Mary*** for the fourth year in a row, and the event will be open to the public. Even if you haven't qualified, come on down and play in some side events. *—M. M.*

WCW Wild Ride!

Come on down to where the big boys play!

A trading card game based on World Championship Wrestling is on the horizon, and it's looking *bad!* Play along with the "Nature Boy" Rick Flair, and build up a kicking deck to defeat the unpredictable Sting for the world title. Don't get distracted by the beautiful Gorgeous George, because the title belt is only a bodyslam away. Watch out for that folding chair! This game was designed by Mike Fitzgerald (**Wyvern**). Collect all of your favorite wrestlers, including Hulk Hogan, Big Sexy, The Beast from the East, and more. Diamond-Cutter your way to the store and slam the WCW TCG into your ring in the year 2000! *—J. K.*



THE BIGGEST BICEPS IN THE BUSINESS: Scott Steiner loves to flaunt 'em.

Silent Scope

Silent Scope is a bizarre arcade experience. You're a SWAT sniper whose job is to use a high-powered rifle to shoot terrorists from a hundred yards away. What makes it really impressive is the physical aspect of the machine itself. Like most arcade shooters, it has a gun built into it. Unlike most others, this gun has a scope that has its own mini-monitor inside! This one isn't about quick reflexes so much as a steady hand. *—M.M.*

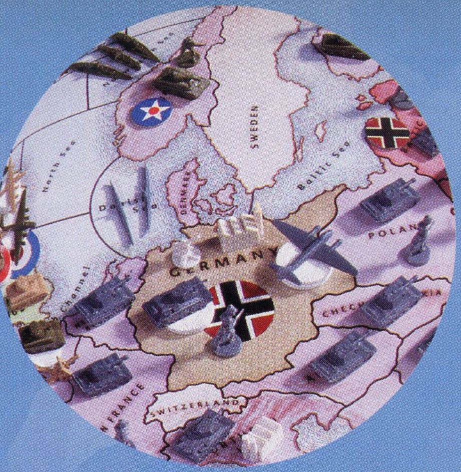
Burger King

The **Pokémon** craze finally hit a real fast-food chain (sorry, KFC) in a big way and the toys are pretty cool. I can't get enough of watching the Magnemite top spin around and around. And Gengar is spooky enough to keep around for next Halloween. I'll probably eat at BK every day for the next two months (for the kids, naturally; what sacrifices we parents must make). *—W. M.*

Star Trek: The Next Generation
VCR Board Game—A Klingon Challenge

You'll have to hunt a bit for it, but Decipher's first stab at a **Star Trek** game remains an awful lot of goofy fun (especially after a little blood wine). Everyone plays stranded Fed crew members who must foil a Klingon Kaptain named Kavok (Robert "Gowron" O'Reilly) who's stolen the *Enterprise D*. Kavok communicates with you through a handy videotape included with the game. Experience *blj!* *—C. H.*

Spotlight on AVALON HILL



AXIS & ALLIES. *Decide the future of Europe—and the world—in this game of military strategy, courage and cunning!*

STRATEGO LEGENDS. *Bring forth your most powerful weapons, potions and spells. But beware! On the ever-changing battleboard, total destruction lurks around every corner.*

Stratego Legends

If you like **Stratego**, you'll love **Stratego Legends**. Instead of having the same army every game, players choose their units from more than 200 different character pieces. Vampires, wizards, skeletons, and dragons are just some of the pieces available. Even the board is different every time, with 24 terrain boards to choose from. Of course, this doesn't all come in one box. Each box comes with 60 randomly assorted character pieces and four randomly assorted terrain boards. If that's not enough, **Stratego Legends** booster packs will help you complete your collection. **Stratego Legends** and **Stratego Legends Booster Packs** are available now.

Axis & Allies: Europe

The most popular World War II board game is back! **Axis & Allies: Europe** takes all the action of the European theater from **Axis & Allies** and raises it to a new level of detail. Brace yourself for all-new strategies as this classic game unfolds on a totally new board. Available in February 2000.

ACQUIRE. *Expect the unexpected in this calculated race to accumulate the greatest wealth!*

Acquire

You'd never believe that a game about buying and selling stock in hotel chains could be exciting—unless you'd played the classic board game **Acquire**. This latest version restores the original's look and feel. The original three-dimensional game board is back, and all-new hotel markers give the impression of a city skyline. Available in January 2000. *—M. M.*

Battle Cry

Whether you're a Civil War buff or a tabletop wargamer, you won't believe the historic detail and unique game system of **Battle Cry** until you see it. You'll be able to accurately recreate 15 Civil War battles. **Battle Cry** includes over 100 highly detailed miniatures. Can you change the course of history? Available in March 2000.

BATTLE CRY. *You are there! Will you change the course of history? Will the union be preserved? Use your military talents to decide the future of America.*

Quick Bits

Little Fun Things Encountered Last Month

Enhanced Jabba's Palace

The third installment of Decipher's popular **Star Wars** CCG Enhanced series is finally here. Each of the four display boxes comes with three unique cards and four *Jabba's Palace* limited-edition booster packs. This is the only way you'll be able to get the first-ever Mara Jade card. Enhanced *Jabba's Palace* is a must-have for any serious **Star Wars** CCG player. *—M. M.*

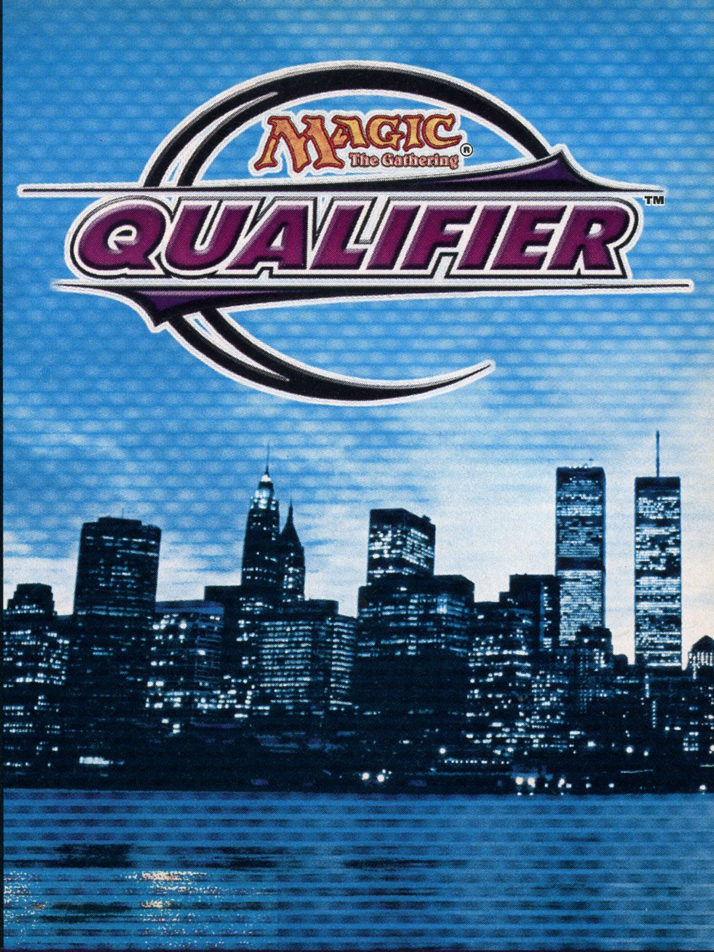
Young Jedi CCG: The Jedi Council

Decipher's new expansion for its *Episode 1*-based game offers a whole slew of new Jedi (including many that you only glimpsed in the film) for the good guys and Coruscant-capable Sith Lords for the bad guys. Finally, each side gets a location they desperately needed—the Jedi get the Naboo Swamp, and the Sith can now play their own Podrace Arena. Those podracin' daredevils should help offset the power of all those new Jedi. *—C. H.*

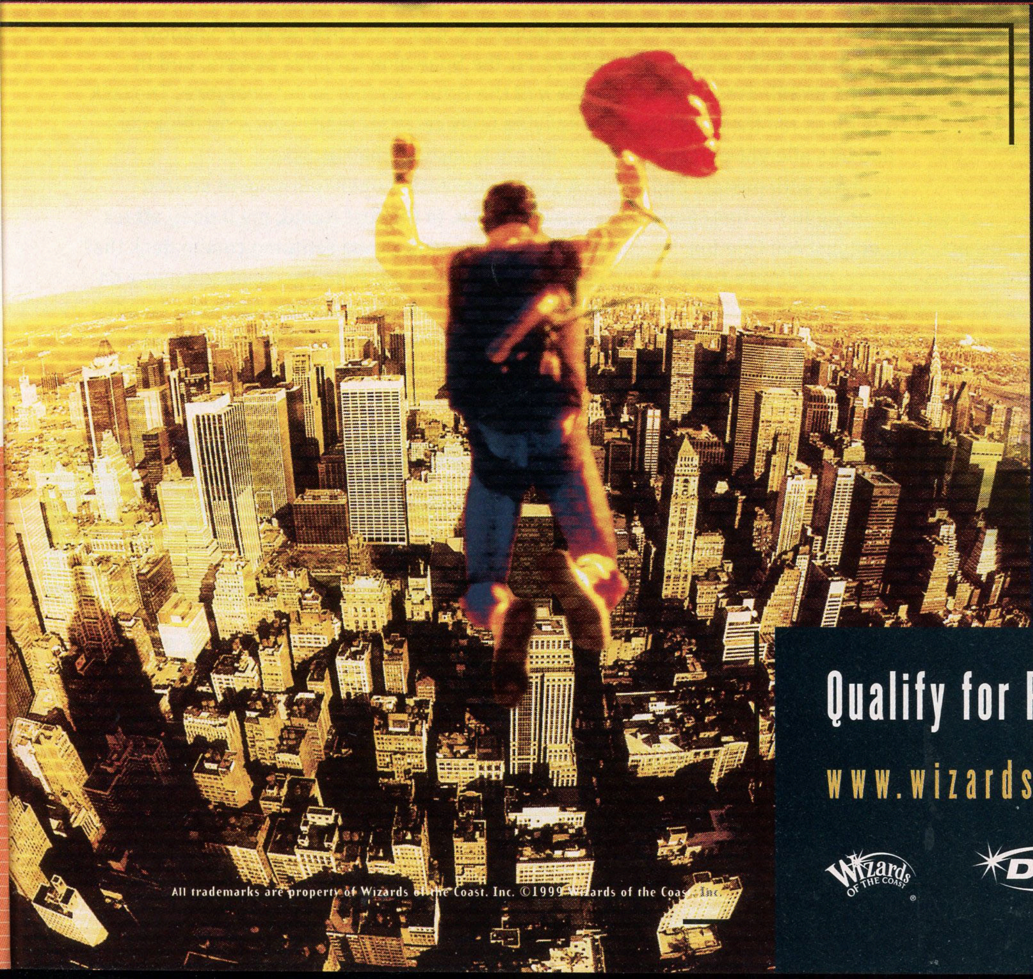
Mad Dwarves Other than Mini-Me

I was in a pinch and needed a character when I jumped into the middle of a great **AD&D** campaign. I had just come from playing Star Trek: The Next Generation **VCR Board Game—A Klingon Challenge** with Cory, and decided that *bIj* would be the ideal name for a dwarven berserker. Using O'Reilly's Klingon accent as inspiration for my character got a ton of laughs from everyone. *—M. M.*

WHATEVER IT TAKES TO GET THERE.


MAGIC The Gathering®
QUALIFIER™

QT NEW YORK



Qualify for Pro Tour™—NY

www.wizards.com/ProTour

All trademarks are property of Wizards of the Coast, Inc. ©1999 Wizards of the Coast, Inc.

RINGSIDE

A Legion of 2000

Legend of the Five Rings™

***Five Rings Publishing Group** throws a hell of a party.*

*On October 22 and 23 in Anaheim, California, **Legend of the Five Rings** designers and publishers dressed up to feast with the fans. Imagine: actual, scruffy, game industry bigwigs cleaned up and presented to the crowd in full tuxes and evening gowns. All night I was resisting an urge to clink spoons against glasses and shout "Speeeech!" (My restraint didn't help—we got about 30 speeches anyway.) Why don't they do these more often?* ***by Wolfgang Baur***

Imperial Favor Awards

Historian	Jeff Alexander
Finances	Mr. and Mrs. Zinser
Website	Andy Cowell
Artist	Brian Snōddy
International	Jean-Marie Baveux
Tournament Organizer	Jeff Kyer
Magistrate	Joe Keyser
Trading Grounds	All Star Games
Unsung Heroes	Dark Edge Gaming
Biggest Fan	Neal Allen Fischer
Biggest Fan	Harrison Chadd and Rick Mc Leod

Speeches and Fandom Collide in Anaheim

The night began with a welcome speech by Luke Peterschmidt and a warm-up round of Banzais led by Ed Bolme. The night continued with an Asian-style buffet of sushi, teriyaki, salmon, miso, rice, salad, veggies, egg rolls, and litchi tarts. I think the organizers were losing koku on the food alone (but they gained honor and glory, natch). To help everyone's digestion, Ed Bolme insisted on a few more rounds of "Banzai!," but he also read a quick statement written for the event by Ree Soesbee. That was just the beginning: before the night was over we were treated to a play, drummers, more rounds of "Banzai," the Imperial Favor Awards, the unveiling of the 2,000th **Legend of the Five Rings** card and—oh yes—lots and lots of speeches.

Saturday

At 10:00 the following morning, the prereleases began. Five Rings ran these as lots and lots of eight-person rounds, with posters and card prizes going to the first- and second-place finishers. Why not just run One Big Tournament? The truth is that the *Ambition's Debt* decks are not as finely tuned as the *Pearl Edition* decks—as anyone who played a Lion deck could probably tell you. So, everyone played in up to three eight-person mini-tournaments, with a different Clan deck each time. Each mini-tourney was single elimination, and, for the record, "Ringside" placed second twice (and was eliminated in round one as the Naga—one Forest is not enough Gold!). Win, lose, or drop, all the players got to see a bigger cross-section of the cards.

To help everyone's digestion, Ed Bolme insisted on a few more rounds of "Banzai!"

Speaking of those cards, a number of them made quite an impact in sealed play. Bakeneko plus Way of the Zokujin was quite effective, as were Shadow Beasts for the Spawning Grounds players, and In Search of the Future for just about everyone. The lack of Rallying Cries certainly made everyone think carefully before launching their attacks.

A single-elimination open tournament started around 3:30 P.M. In the first round, my Daidoji attack deck defeated a very clever Yoritomo combo deck that used no Gold-producing Holdings, instead relying on Toturi Sensei to grab Terrains every turn (like Flooded Pass and Entrapping Terrain) and on the Plain of Fast Troubles/Essence of Air/Will of the Emperor combo to bring out Dragons, Clan Champions, and other monstrously huge attackers. Combined with Regions of Rokugan, Will of the Emperor, and so on, it's a wonder I won at all, much less won by military means. Fortunately, my duels kept killing shugenja until finally I broke down the Yoritomo defense.

In the second round, I faced the notorious Dave Salsman, a Sacramento player with some truly fierce

Junzo decks. The game started close, some breaks going my way and some going his, but an early Poisoned Weapon and Kolat Duplicate took the initiative away from me. However, the Clan Sword on Kakita Kaiten with some Kenshinzen brought it back a little. Since I was down two Provinces, and Joe was just down one, I had to go for it: "I declare an attack on the Plains of Otosan Uchi." Joe laughed and seemed surprised (how many times has his deck had to fend off an attacking Crane army, anyway?). He was ahead on force, about 28 to 18. But I held the Favor, a Treachery and Deceit, a Rallying Cry, an Iaijitsu Duel, and the innate duel from the Stronghold. He played Corrupted Ground—I had Superior Tactics. In the end, my duels got me close, but a Test of Courage and Oni no Gekido's pumping ability took the game. I lost the battle, but it's the game I'll always remember from Y2C.

When the single-elimination format had weeded out the unworthy, only one deck remained. The open tournament was clinched by Jason Marliss, playing the Brotherhood of Shinsei. Don't laugh, or the Monks will enlighten your ass next.

LARP, Button Men, and Kenjutsu

About 35 people played in the live-action roleplaying event, many of whom were in costume. I was still in round three of the prerelease, but I do know that Kakita Kurai defeated Mirumoto Uso in a duel, and that Uso barely survived his defeat.

Just about the opposite happened in the Button Men tournament, where the Mirumoto defeated the Kakita. In some respects, that's not surprising: the Mirumoto starts with four points of extra dice compared to the Kakita. Which just makes it more surprising that I won my match as a Kakita in between the prerelease tournaments.

There was also live swordplay, in the kendo style. For those who don't know, L5R designer David Williams is also a student of the sword and has been for about four years. His sensei, Tony Kull, opened the demo to give novices a taste of sword play. All the brave card sharks who stepped forward were quickly dispatched by the one-sword technique. I guess Kull is a Kakita at heart. ▲

▲ **GOT KOKU?** L5R players are all class.

▲ **BANG THE DRUM SLOWLY** Taiko drummers helped set the mood at Y2C.

Wolfgang Baur didn't go to Space Mountain, but he could almost see it through the smog. But seriously, folks, he thinks that Orange County is the nicest patch of urbanized desert he has ever seen. And he's seen a lot, kid.

Sealed-Deck Basics: L5R

Playing in sealed deck L5R tournaments has become a lot more common in the last year, as Pearl Edition starters proved much more balanced and playable than previous starters. Also, FRPG has begun running sealed deck prereleases for new expansions—a great chance to try out all the new cards.

Keep the following in mind when constructing your deck:

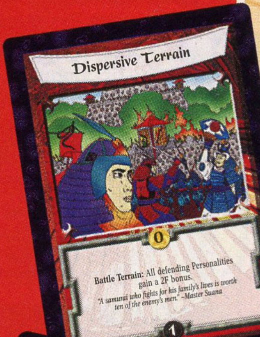
Clan Restrictions Are Waived: All of the "Will not join such-and-such Clan" restrictions are ignored for purposes of sealed-deck play. So yes, you can put that Shadow Beast in your Shadowlands deck. Heck, you'll want to use a number of out-of-Clan Personalities in any case—but isn't it great when you can get someone else's Clan Champion working for *you*?

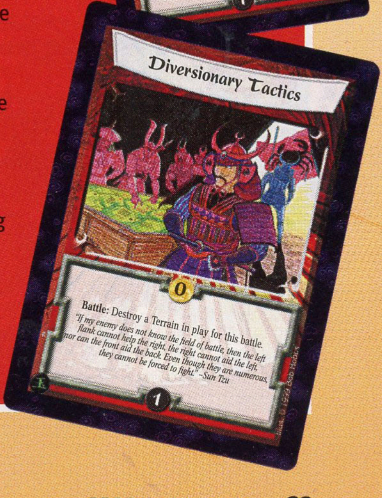
Honor Requirements Still Count: Make sure that Followers can legally attach to your Personalities—many have Honor requirements that are tough for low-Honor Clans (such as Ninja or Shadowlands) to meet. Also, avoid using Personalities whose Honor requirement you can't meet with your Stronghold's starting Family Honor; gaining Honor reliably in sealed can be difficult.

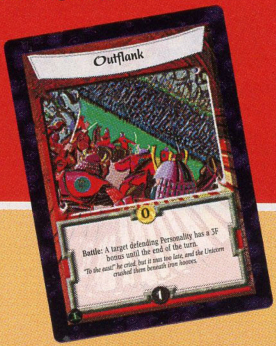
Beef Counts: Large Personalities can be viable in a sealed-deck, since turbo-military and Honor-rocket decks aren't part of the environment. Play with all the low-cost Personalities you can, but include at least two bigger Personalities for the midgame and endgame.

Fate Deck Full of Followers: Followers and Items give you permanent bonuses; use them instead of Battle actions if your Gold base supports them. Also, include defensive cards (such as Outflank or Dispersive Terrain)—you will often be on the defensive, no matter how aggressive your Clan is.

Terrain Rules: Terrain cards are difficult to destroy in sealed-deck; few players have three Superior Tactics or three Diversionary Tactics (Spawning Grounds is an exception). Consider using Scouts, Touch the Lands, and any similar Terrain-manipulating cards you can.


Dispersive Terrain
0
Battle Terrain: All defending Personalities gain a 2F bonus.
"A samurai who fights for his family's lives is worth ten of the enemy's men." –Master Suana
1


Diversionary Tactics
0
Battle: Destroy a Terrain in play for this battle.
"If my enemy does not know the field of battle, then the left flank cannot help the right, the right cannot aid the left, nor can the front aid the back. Even though they are numerous, they cannot be forced to fight." –Sun Tzu
1


Outflank
0
Battle: A target defending Personality has a 3F bonus until the end of the turn.
"To the east!" he cried, but it was too late, and the Unicorn crushed them beneath iron hooves.
1

CLASSIC DECK: LEGEND OF THE BURNING SANDS

The Yodatai are the comeback kings of the **Legend of the Burning Sands** game. The Yodatai start with fewer city points than anyone else, which means less water and fewer cards—but their attack packs a punch.

Because Yodatai decks are slow getting up to speed, this deck has defensive cards like Purity of Conquest and Blockade. Blockade, in particular, can make or break the game. It allows Adrianna to go to battle, then use her ability to gain strength. She'll probably be immune to damage from defenders who can assign during Blockade.

How do Yodatai get back in the game? First, they have lots of heroes with the powerful Berserk trait. Second, Aurelian may just be the strongest Champion in all of LBS. And of course, every time the Yodatai destroy a city section, they gain a new one of their own! With water, too!

If these invaders ever get on their feet, they're hard to push back down. *—Zen Faulkes*

You Will Learn from Yodatai

STRONGHOLD
Spirit Keep of the Yodatai

CITY SECTIONS
1 Duqaq's School of Astronomy
1 Tent City of the Yodatai
2 Thieves Quarter

ACTIONS
2 Attack at Dawn
2 Bad Dates
2 Baha al Din's Brass Lamp
3 Blockade
2 Desperate Reserves
2 No Escape
2 Purity of Conquest
2 Sound Planning (*Awakening* version)
2 Sudden Strike
2 Wisdom of the Stars
2 With the Sun at Our Back

FOLLOWERS
1 Yodatai Heavy Cavalry
3 Yodatai Legions

HEROES
1 Adrianna
1 Aurelian
1 Galerius
3 Galon Trillius
1 Katarine of the Sheel
2 Valeria
3 Vespa

HOLDINGS
1 Al-Balah
3 Burning Marketplaces
1 Noble House of al-Haffit
1 The City of Orphans
3 The Scale Man
3 Wheat Fields

ITEMS
3 Barricade Shield
1 Spiritforge
1 Staff of Sumarkhan

PANTHEON
1 Conquest

CLASSIC DECK: DUNE

This deck is basically a theme deck that revolves around the plot of the first *Dune* novel. The Reverend Mother tells Paul Atreides that four things support a world: the learning of the wise, the justice of the great, the prayers of the righteous, and the valor of the brave. She also goes on to say that these things are nothing without a great ruler behind them. You are that ruler. With this deck you will take those four aspects and crush your opponent's ability to produce solari through fiefs or charters. This lets to bide your time, building up enough Favor and Spice to apply for admission into the Landsraad Council.

Good luck. Email **<Russellk@wizards.com>** with any questions you may have about the **Dune** TCG or playing this deck. *—Russell Keenan*

"Where's Your Solari, Chump?"

House Sponsor:
ATREIDES
Suggested House profile:
1 Program (Tame Arrakis), 19 Solaris

Imperial Deck
1 Arrakeen
1 Caladanan Exports
1 Carthag
1 CHOAM Directorship
1 Ducal Tithes
1 Duke Leto Atreides
1 Dune: Siridar Fief
1 Gurney Halleck
1 Lady Jessica
1 Pundi Rice Market
1 Siridar Tithes
1 Smuggler Bribes
1 Tame Arrakis
1 The Minor Erg
1 Thufir Hawat
1 Tithing Clemency

House Deck
2 Amtal Accord
2 Arrakeen Patriarch
1 Assertion of Mining Rights
1 Atreides Battalion
4 Atreides Brigade
1 Atreides Propagandist
2 Carthag Privateer
3 CHOAM League
2 Desert Hawk
1 Diplomacy
1 Guard Commander
1 House Agent
1 House Swordmaster
3 Justice of the Great
1 Landsraad Spokesman
2 Learning of the Wise
2 Prayers of the Righteous
2 Propaganda Corps
1 Silo Destruction
1 Stranglehold
1 Turn of Events
2 Valor of the Brave

CLASSIC DECK: RAGE

The Shadow Lords excel at interfering with others. This deck includes cards that force discards, prevent characters from scoring or voting, remove cards from play, end the Main Phase, steal Allies, limit Alpha selection and actions, remove combat cards from the game, and recycle the Sept deck. Cycle through the 12 moots. Coerce opponents into helping them pass. Use Trade Favors to force Recycles through. Call Ditch Fight on two opposing characters, preferably ones who have been ostracized. Fewer people means less opposition. *—Matt Farney*

HEY, I WANTED THAT!

TRIBE
Shadow Lords

GAROU
(includes starting Rage)
1 Boris (5)
1 Clarissa Smoothtongue (3)
1 Killian Quicktalker (7)
1 Nadia Wyrmfoe (5)

SEPT DECK
3 Call for Power
2 Conflict of Interest
1 Daniel Coleman
1 Delilah Morden
3 Disarming Knowledge
2 Ditch Fight
1 Grandfather Thunder
1 Hide from View
2 Hunting Party
1 Lost in the Woods
3 Painful Insult
3 Recycle
3 Rite of Ostracism
2 Silence the Doubter
2 Slick Tongue
2 Strip of Standing
2 Storm Crow Spirit
3 Talk to Sleep
2 Trade Favors

COMBAT DECK
2 Channel Spirit
1 Fetal Position
1 Fierce Rest
1 Go for Throat
2 Healing Dance
1 Iron Willpower
2 Nasty Neck Kick
1 Nuthin' Special
1 Painful Block
1 Sidestep
2 Smooth Talkin'
2 Spite and Malice
2 Superior Position
1 Talkin' Trash
1 The Hand That Feeds Me
2 Trick Talk
1 Wicked Counter

CLASSIC DECK: BATTLETECH

Daishi Swarm. Need I say more?

Build a Daishi. Attack with the Daishi while building another one. Repeat. These bad boys deal out enough damage to utterly annihilate anything normal people will put onto the field of battle. And don't worry about your 'Mech being attacked: 4 armor and 11 structure make it just about invulnerable.

Daishi Swarm!

Resources
- 8 Assembly
- 6 Advanced Manufacturing Techniques
- 2 Black Market Connections
- 8 Logistics
- 8 Munitions

Units
- 6 Daishi A
- 6 Daishi B
- 6 Daishi S

Command
- 6 Double Overtime
- 4 Double-Time Offense

Sideboard

Various Missions

Build these bruisers by using Double Overtime to double the number of counters you put on them. Six counters and a DO will build you the Daishi B, a seven-attack 'Mech with +4 attack when overheating. When you have two or more Daishis in play, build a Double-Time Offense. For only 8 cost, two of the most terrifying 'Mechs ever built attack twice during your attack phase. No one survives that kind of attack! If your opponent speedbumps you, sideboard in Overruns or Inexorable Advances—the Daishi S gives you Initiative.

Double Overtime is the card that finally makes Daishis viable. If you've always wanted—no, *needed*—to play your Daishis, this is the card you *must* acquire. Nothing is as beautiful as watching your opponent's face when he or she sees you put the first Daishi into play...except, of course, when you put one into play every turn!

—Christopher McKitterick

CLASSIC DECK: V:TES

VAMPIRE™
THE ETERNAL STRUGGLE

This voting deck uses Presence and Obfuscate to get the job done. Just be sure you talk a lot of smack. Voting decks are irritating enough, so why not rub it in a little? Bewitching Oration will help get those early Praxis Seizures through, and once you control the table, get the dirty votes rolling.

If there's one place this deck falls through, it's in the intercept department. Banish stealthy bleeders, then hit their Methuselah with some Kine Resources Contested and see if he or she has enough pool to put out another minion.

—Chris Thomasson

Suck the Vote

Master
- 1 Blood Doll
- 1 Giant's Blood
- 3 Minion Tap
- 3 Obfuscate
- 3 Presence
- 1 Tomb of Ramses III
- 2 Ventrue Headquarters

Reactions
- 2 Dread Gaze
- 2 Wake with Evening's Freshness

Actions
- 2 The Fifth Tradition: Hospitality

Action Modifiers
- 3 Aire of Elation
- 6 Bewitching Oration
- 2 Bribes
- 4 Cloak the Gathering
- 2 Cryptic Rider
- 5 Forgotten Labyrinth
- 5 Lost in the Crowds
- 4 Voter Captivation

Equipment
- 2 Leather Jacket

Combat
- 6 Majesty

Political Actions
- 4 Banishment
- 6 Conservative Agitation
- 1 Command of the Harpies
- 1 Disputed Territory
- 1 Excommunication
- 6 Kine Resources Contested
- 1 Parity Shift
- 1 Praxis Seizure: Amsterdam
- 1 Praxis Seizure: Berlin
- 1 Praxis Seizure: Boston
- 1 Praxis Seizure: Frankfurt
- 1 Praxis Seizure: Houston
- 1 Praxis Seizure: London
- 2 Sabbat Threat
- 1 Transfer of Power

Crypt ***(with clan affiliation)***
- 1 Amisa *(Followers of Set)*
- 1 Antoinette DuChamp *(Caitiff)*
- 1 Arika *(Ventrue)*
- 1 Cornelius Ottavio *(Malkavian)*
- 1 Dr. Jest *(Malkavian)*
- 1 Gideon Fontaine *(Ventrue)*
- 1 Hadrian Garrick *(Followers of Set)*
- 1 Igo the Hungry *(Caitiff)*
- 1 Kephamos, High Priest of Marrakech *(Followers of Set)*
- 1 Melek *(Assamite)*
- 1 Nepata *(Followers of Set)*
- 1 Rake *(Brujah)*
- 1 Ranjan Rishi, Camarilla Scholar *(Ventrue)*
- 1 Vasilis, The Traitor of Don Cruez *(Brujah)*
- 1 Volker, The Pupper Prince *(Brujah)*
- 1 Watenda *(Malkavian)*

CLASSIC DECK: HERCULES: THE LEGENDARY JOURNEYS

HERCULES
THE LEGENDARY JOURNEYS

"Firestorm" is fun to play on those long, cabin-fever-inducing winter nights when you just feel like smacking the heck out of your opponent. Why waste time with playing lots of characters and plotting attacks when you can just repeatedly beat your opponent over the head—well, discard cards from his or her deck, but you get the picture—with big damage spells like Catapult Attack and Archery Contest?

Unfortunately, your opponent may well be using characters, so you do have to have some method of dealing with them in your deck. Firestorm's main answer is blockers—and lots of them! Every character in the deck is a blocker (it can't attack). The blockers combined with a few choice cards that get rid of your opponent's characters (Hercules Strikes and Tides of Battle) should give you enough time to discard your foe's deck through direct damage. *—Teeuwynn*

FIRESTORM

Resources
- **7 Blue**
- **10 Red**

Characters
- **1 Giant Eel**
- **3 Royal Guards**
- **4 Trapped Entryways**

Actions
- **2 Answered Prayers**
- **2 Archery Contest**
- **2 Catapult Attack**
- **2 Centaur Attack**
- **1 Charon's Fare**
- **1 Divine Justice**
- **1 Enforcer's Flame**
- **1 Hercules Bowls 'Em Over**
- **1 Hercules Strikes**
- **1 Hey, Boys!**
- **1 Tides of Battle**

NETRUNNER

Complete Spoiler!

Runner

Hardware

Little Black Box
4

Hardware-Deck
Provides +1 MU and +1 hand size.
Prevent up to 1 Net or brain damage each turn. Put ❶ from the bank on Little Black Box when it is installed. Use this bit only to pay for increasing your link. If you use the bit, replace it from the bank at the start of your next turn.
Only one **deck** can be in play at a time. Trash any older **decks**.
U

Omnitech "Spinal Tap" Cybermodem
5

Hardware-Deck-Random
Provides +1 MU. Put ❷ from the bank on Omnitech "Spinal Tap" Cybermodem when it is installed. Use these bits only to pay for using **icebreakers** during runs or increasing your link. If you use any of these bits, replace them at the start of your next turn.
At the start of each of your turns, roll a die. On a 1, suffer 2 brain damage. This damage cannot be prevented.
If Omnitech "Spinal Tap" Cybermodem leaves play, suffer 2 brain damage.
Only one **deck** can be in play at a time. Trash any older **decks**.
U

Omnitech Wet Drive
0

Hardware-Cybernetics
Your base MU is equal to the number of cards in your hand instead of 4.
"Now with reduced long-term memory loss!" —Rejected marketing slogan
U

Vintage Camaro
1

Hardware-Vehicle
❶, **Forgo your next action:** Avoid receiving a tag.
"I'm not firing a LAW at that!
It's a classic!"
C

Zetatech Portastation
3

Hardware
Put ❶ from the bank on Zetatech Portastation when it is installed. Use this bit only to pay for playing **preps**. If you use the bit, replace it from the bank at the start of your next turn.
"Zetatech. All you need is a brain, a deck, and a friend." —Short-lived WNS ad campaign
C

Preps

Boostergang Connections
7

Prep
Trash your hand. Search your stack for as many cards as were successfully trashed in this way and bring them into your hand. Shuffle your stack afterward.
"If you don't fear death, they're great to hang with."
U

Corruption
0

Prep
Play only if you scored any **agendas** this turn. Lose all agenda points you scored this turn, and the Corp scores that many agenda points. Gain ❿ per agenda point lost in this way, and the Corp gives you a tag.
"Excuse me, Dave? Can I borrow 250,000 eb 'til payday?"
U

Do the 'Drine™
0

Prep
Suffer any amount of brain damage, but not enough to flatline you or to reduce your hand size to less than 0.
Gain ❹ for each point of brain damage you suffer in this way. This damage cannot be prevented.
"I may be stupid, but I'm rich!"
U

Finders Keepers
7

Prep-Random
Roll three dice. Gain that many bits.
"Looks like both our luck's changed."
C

Gypsy™ Schedule Analyzer
2

Prep
Make a run on R&D. If run is successful, do not access any cards. Instead, reveal cards one at a time from R&D until you reveal an **agenda** card or there are no cards left in R&D. Store the **agenda**, if any, in HQ and shuffle the other revealed cards, if any, into R&D.
U

Library Search
2

Prep
Make a run on R&D or HQ. If run is successful, access two additional cards if you used no **noisy icebreakers** during the run and if no trace attempts were made during the run.
"Sshhhh!"
C

Meat Upgrade
2

Prep-Double
Remove up to two tags, at no cost, and draw three cards.
Playing a **double** prep costs two consecutive actions this turn instead of one.
They can make you gorgeous cheap, but to make you plain costs extra.
U

Networking
3

Prep-Double
Gain ❾.
Playing a **double** prep costs two consecutive actions this turn instead of one.
"It's not what you know or even who; it's how often."
C

Panzer Run
1

Prep-Double
Gain ❹ and draw two cards.
Playing a **double** prep costs two consecutive actions this turn instead of one.
"So, I just drive a truck from Point A to Point B? How hard can that be?"
C

Running Interference
2

Prep-Double
Make a run. During that run, the Corp must pay ⓧ, in addition to the normal cost, to rez each piece of **ice**, where X is the rez cost of that piece of **ice**.
Playing a **double** prep costs two consecutive actions this turn instead of one.
"Look! A distraction!"
U

Programs

Early Worm
4

Program-Icebreaker-Worm-1 MU 2
❶: Break **wall** subroutine.
❷: +3 strength
"The Early Worm gets the bird . . . from corporate sysops." —Al Boone
C

Matador
4

Program-Icebreaker-Killer-1 MU 0
❶: Break **sentry** subroutine.
❸: +5 strength
This little fella really cuts through the bull.
C

MS-todon
4

Program-Icebreaker-Killer-Noisy-1 MU 2
❶: Break **sentry** subroutine.
❶: +1 strength
The first time during each run that you break a **sentry** subroutine with MS-todon, lose all bits from all **stealth** cards, if you can, and the Corp gives you a tag.
This isn't running—it's stomping.
C

Psychic Friend
2

Program-Icebreaker-1 MU 1
❶: Break **code gate** subroutine.
❷: +1 strength until end of turn
"Call now for ten nanoseconds of ice-breaking absolutely free! (10 eb each subsequent ns.)"
C

Rent-I-Con
3

Program-Icebreaker-2 MU 2
❶: Break **ice** subroutine. At the end of this run, trash Rent-I-Con.
❶: +1 strength
It's big and mean and lasts about sixteen microseconds.
U

Schematics Search Engine
2

Program-1 MU
Whenever you access cards from HQ, expose all of the Corp's installed cards.
"Not only is the map the terrain—sometimes you can only get places by folding the map." —Edger
U

Superglue
2

Program-1 MU
🗑: Derez a piece of **ice**. Use this ability only if you have just broken all the subroutines of that piece of **ice**.
"Epoxy both your houses!" —Bard
C

Resources

Crash Space
2

Resource-Unique
Gain ❶ at the start of each of your turns. All trace attempts are automatically successful, and give you a tag in addition to their other effects. If Crash Space leaves play, lose ❷.
↵: Trash Crash Space.
Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.
U

Elena Laskova
3

Resource-Connection-Unique
Whenever you play a **prep**, gain an additional ❶ the first time you gain bits from its effect.
Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.
". . . But somehow you never go away thinking you got the best of the deal."
U

Executive File Clerk
0

Resource-Connection-Hidden
❷, 🗑: Look at all cards stored in HQ.
Hidden resources are installed face down, but are put into the trash face up.
"I only signed a noncompete agreement; it didn't say anything about nondisclosure."
C

Sandbox Dig
0

Resource-Hidden
❸, 🗑: Look at the top three cards stored in R&D.
Hidden resources are installed face down, but are put into the trash face up.
"As long as the drones keep griping online, I'm in business."

This list is divided by faction and card type. The play cost of the card follows the title. The second line specifies the keywords on the card and lists its strength (icebreakers). There are two rarities: common (C) and uncommon (U); these are indicated on the last line (note: these cards aren't numbered).

Corp

Agendas

Data Fort Remapping
Agenda-Gray Ops 4/2
Put a Remap counter on Data Fort Remapping when you score it.
Remap counter: End a run.
"In netspace, the map is often the territory. That's just one more reason we don't hire philosophy grads." —Dave Michaels
C

Superserum
Agenda-Research 3/2
When you score Superserum, remove all **Virus** counters, and avoid receiving the next two **Virus** counters Runner gives to you.
"A holistic approach to system immunology: its AI routines mark both computer viruses and suspected moles for deletion."
U

Theorem Proof
Agenda-Research 5/3
If Runner accesses Theorem Proof, he or she does not score it, but instead may install it as a 2 MU **program** that has the ability "↵: Score Theorem Proof" but is removed from the game if it leaves play in any other way.
"You could write the whole thing on the margin of a screamsheet. It's the AI module I'm using to verify it that's hogging all the MU!"
U

Unlisted Research Lab
Agenda-Asset-Gray Ops 3/2
Draw an additional card at the start of each of your turns.
"You may feel some discomfort."
C

Ice

Baskerville 10
Ice-Sentry-AP-Hellhound-Sleepy 4
↻Do 2 Net damage.
↻Trace^5—If trace is successful, give Runner a Baskerville counter. Each Baskerville counter does 2 Net damage at the start of each run. Runner may remove a Baskerville counter by taking an action to spend ❸.
↻End the run.
If Runner has used a **noisy icebreaker** during this run, the cost to rez Baskerville is reduced by ❺.
U

Bolter Swarm 8
Ice-Sentry-AP-Hellbolt-Sleepy 4
↻Do 4 Net damage.
↻Runner cannot break any subroutines of the next piece of **ice** encountered during this run.
If Runner has used a **noisy icebreaker** during this run, the cost to rez Bolter Swarm is reduced by ❺.
C

Brain Drain 3
Ice-Sentry-Black Ice-AP 3
↻Roll a die. On a 1, do 3 brain damage.
"Weefs never look 'up.'" —Edger
U

Deadeye 5
Ice-Sentry-Killer-Sleepy 0
↻Trash a **program**.
↻End the run.
If Runner has used a **noisy icebreaker** during this run, the cost to rez Deadeye is reduced by ❺.
Wakes up shooting at the drop of a hat.
C

Dumpster 5
Ice-Code Gate-Deflector 5
Dumpster cannot be installed on the Archives.
↻Runner is now encountering the outermost piece of rezzed **ice** on the Archives, instead of passing Dumpster. The run is now considered to be a run on the Archives. If there is no rezzed **ice** on the Archives, Runner is considered to have passed the last piece of **ice** on the Archives.
U

Entrapment 2
Ice-Code Gate-Deflector 4
↻If you pay ❷, Runner is now encountering the outermost piece of rezzed **ice** on a data fort of your choice, instead of passing Entrapment. The run is now considered to be a run on that data fort. If there is no rezzed **ice** on that fort, Runner is considered to have passed the last piece of **ice** on that fort.
C

Glacier 0
Ice-Wall 5
Rezzing Glacier costs 1 agenda point, in addition to the normal cost.
↻End the run.
↻End the run.
❶: Move Glacier to the outermost position of any other data fort. Use this ability only at the start of a run. You may use this ability even if Glacier is unrezzed, in which case, you reveal it.
U

Imperial Guard 10
Ice-Sentry-Killer-Sleepy 5
↻Trash a **program**.
↻End the run.
If Runner has used a **noisy icebreaker** during this run, the cost to rez Imperial Guard is reduced by ❺.
"Watch my katana spill your subroutines, inferior gaijin tech!"
C

Puzzle 2
Ice-Code Gate 5
↻End the run, and trash Puzzle at end of turn.
↻End the run, and trash Puzzle at end of turn.
Design a puzzle any fool can solve, and only fools will solve it.
C

Trapdoor 3
Ice-Code Gate-Deflector 3
Install Trapdoor only on R&D or HQ.
↻Runner is now encountering the outermost piece of rezzed **ice** on a subsidiary data fort of your choice, instead of passing Trapdoor. The run is now considered to be a run on that data fort. If there is no rezzed **ice** on that fort, Runner is considered to have passed the last piece of **ice** on that fort. Runner automatically breaks this subroutine if there are no subsidiary data forts.
U

Vortex 0
Ice-Code Gate-Deflector 2
↻If you pay ❷, Runner is now encountering the outermost piece of rezzed **ice** on a data fort of your choice, instead of passing Vortex. The run is now considered to be a run on that data fort. If there is no rezzed **ice** on that fort, Runner is considered to have passed the last piece of **ice** on that fort.
C

Operations

Badtimes 4
Operation-Virus
Play only if Runner is tagged. Runner's MU is reduced by 2 until end of turn.
"They always think it's a hoax."
C

Corporate Shuffle 0
Operation-Double
Draw five cards, then shuffle a card stored in HQ into R&D.
Playing a **double** operation costs two consecutive actions this turn instead of one.
"It's a shell game for the shareholders."
C

Reclamation Project 0
Operation-Double
Search the Archives for any number of **ice** cards. Show those cards to Runner, then store them in HQ.
Playing a **double** operation costs two consecutive actions this turn instead of one.
"The code's already there; why let it go to waste?"
U

Nodes

Indiscriminate Response Team 0
Node-Black Ops 🗑2
After Runner makes a successful run, you may have Runner shuffle his or her hand into his or her stack and then draw as many cards as he or she had before.
"But did you get him?"
U

Satellite Monitors 3
Node 🗑1
At the start of each of your turns, you may roll a die for each run Runner made during his or her last turn. For each 1, give Runner a tag.
"Say, isn't that your daughter?"
C

Strategic Planning Group 2
Node-Unique 🗑4
Whenever you draw one or more cards, draw an extra card. Then place one of the drawn cards on the bottom of R&D.
Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.
"We don't plot; we facilitate."
U

Upgrades

London City Grid 3
Upgrade-Region 🗑6
Runner must pay ❶, in addition to the normal cost, to use each subroutine of a **noisy icebreaker** during runs on this fort.
Rez a **region** when you install it. Install a **region** only if you can pay to rez it. Only one **region** may be installed in each fort. Trash older ones.
London: home to Big Ben, Buckingham Palace, and some of the nastiest, most insidious, and downright brilliant code this side of the Pond.
U

Self-Destruct 2
Upgrade-Ambush 🗑0
Install Self-Destruct only in a subsidiary data fort.
🗑: Trash all other cards installed in or on this data fort. Do 1 Net damage for each card successfully trashed in this way. Use this ability only when Runner accesses Self-Destruct.
"This'll ream our bottom line unless we reclassify data-entry clerks as 'consumables.'"
C

Shock Treatment 2
Upgrade-Ambush 🗑5
When Runner accesses Shock Treatment, trash all pieces of **hardware** and two **programs**. Ignore this effect unless Runner has four or more tags.
"Yo, Bob, red light. Bob? Red light! Bob, c'mon—I'm serious! GAH! Now there's a fire and a red light! Bob?"
U

Sterdroid 0
Upgrade 🗑0
❸, 🗑: Choose a piece of **ice**. That **ice**'s strength is doubled until end of turn. If this would raise the **ice**'s strength above 10, its strength becomes 10.
"Runners love this one like bikers adore wires across roads." —Norman Niemann, WuTech security director
C

Street Enforcer 1
Upgrade-Sysop 🗑3
At the start of each run on this data fort, Runner loses Ⓧ, where X is equal to the number of tags Runner has.
"I think you know why I'm here."
U

Net Who? *Never played Netrunner? Check out our beginner tips at <www.wizards.com/topdeck>.*

MAGIC The Gathering

PRO TOUR

WHATEVER IT TAKES TO WIN.

PT LOS ANGELES

Pro Tour™—LA

www.wizards.com/ProTour

Wizards of the Coast®

DCI™

Wizards of the Coast, DCI, and Magic: The Gathering
Pro Tour are trademarks of Wizards of the Coast, Inc. ©2000 Wizards of the Coast, Inc.

MAGIC
The Gathering
Zone

HOT IN THIS ISSUE!

30 *DIRTY TRIX*
32 *NEMESIS PREVIEW*
37 *HELL FREEZES OVER*
40 *THIS DECK'S A PILE*
44 *WAKE-UP CALL*
48 *POINT/COUNTERPOINT*
52 *MAGIC: THE PUZZLING*

WARNING!
The MagicZone is for serious **Magic** players only. Be warned, kids: The stuff in here will twist your spine, ruin your eyesight, and keep America from winning the war. Worse, it could get you grounded. Or us grounded. This section has all kinds of weird gamer jargon that sometimes barely resembles English.

NOT IN THIS ISSUE!

DO IT YOURSELF!—How to counterfeit **Magic** cards for fun and profit.
SHUFFLING—What it is and why it's worth doing.
COUNTERS & TOKENS DPI—Ever wonder how much all those counters and tokens are worth? *Now you can find out!*

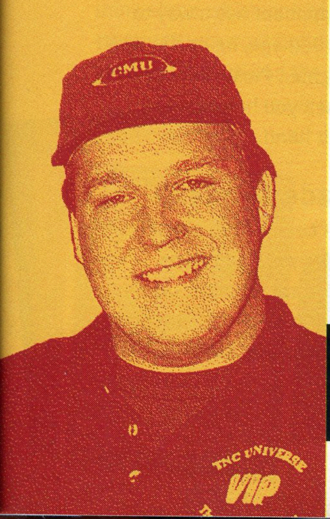
BUEHLER SPEAKS

BY JESSE DECKER

Magic Pro Player Brings His Talents to Wizards of the Coast

RANDY BUEHLER GOES INSIDE R&D!

This month we kick off the MagicZone with a short question-and-answer session with RANDY BUEHLER, Pro Tour veteran turned R&D staff member. Randy denies accusations that he tried to get the Human Resources department to make his paychecks out to "the guy who's better at Magic than Jeff Donais."



What will your Pro Tour experience add to the current R&D mix, and what are the benefits of taking players like yourself and Henry Stern into the R&D fold?

Since R&D works almost one year into the future, they (we!) need to have deckbuilders that can figure out what the good cards are and how to use them. By hiring good players like myself, Henry Stern, and Mike Donais, the "Future League" should be an accurate model of the Standard environment a year from now. If we can pull this off, we'll be able to make intelligent decisions about what cards to print.

What's the difference between playing on the Pro Tour and working for Wizards of the Coast?

I look at it this way: All I've really done is switch teams. I used to try to break new cards as soon as they came out; now I try to break them before they get printed in the first place. Either way, I get to play **Magic** for a living, and that makes me a pretty happy guy.

What's the first rumor among players that you can debunk now that you're part of the R&D staff?

I've heard many people wondering if R&D does any playtesting at all. Well, I can tell you that they do, and now that I'm on board, we'll be doing a lot more. I don't think any more Memory Jars are going to sneak through.

If you could remove one card from the current Standard environment, what would it be? (And why?)

I really have three: Yawgmoth's Bargain, Gaea's Cradle, and Rancor. Bargain annoys me because it's only good in combo decks. Necropotence was a lot of fun, but I knew Necropotence. Necro was a good friend of mine, and I can tell you that Yawgmoth's Bargain is no Necropotence. Gaea's Cradle isn't as good as Tolarian Academy, but it's still too good. It makes green decks even faster, and it's also good enough to potentially fuel combo decks. Rancor is another card that makes green weenie swarms too fast. Yes, green should be the color with the best creatures, but they shouldn't be *that* good!

What's the most surprising thing about working for Wizards of the Coast?

The interoffice trash talk! The guys in Organized Play think they're better than us. No way! It looks like there'll be some sort of massive interoffice showdown coming up soon. It will be fun to crush Jeff Donais in Extended.

BUEHLER'S MOST ANNOYING CARDS

Yawgmoth's Bargain ④●●
Enchantment
Skip your draw step.
Pay 1 life: Draw a card.

Gaea's Cradle
Legendary Land
⟳: Add ● to your mana pool for each creature you control.

Rancor ●
Enchant Creature
Enchanted creature gains +2/+0 and trample.
When Rancor is put into a graveyard from play, return Rancor to owner's hand.

BY MAC WILLIAMS

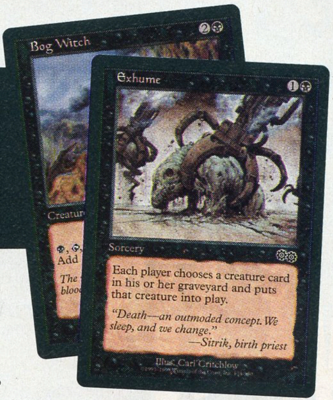
THESE TRIX ARE NOT FOR KIDS!

Welcome to the first installment of "Dirty Trix." This column will show you fun ways to win games and humiliate people. These are combos for players who don't just want to win, but want to make their opponents suffer until they beg for the release that defeat will bring. So if you're the type of person who likes to slap opponents down like bugs on a windshield, read on. If not, be prepared to suffer from these "Dirty Trix."

There exist good, brave men in this world—strong men, men of means, men of honor, and men of dignity. Then there are men like Mac Williams.

Like in the comics, dead is never really dead in *Magic*!

Exhume ①●	**Bog Witch** ②●
Sorcery	Creature—Spellshaper
Each player chooses a creature card in his or her graveyard and puts that creature into play.	①, ⓣ, Discard a card from your hand: Add ●●● to your mana pool.
Common	Common

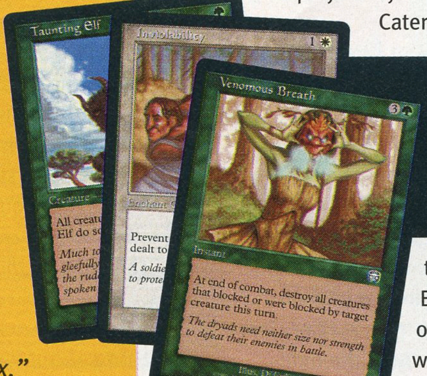

Bog Witch
Creature
Add
Exhume
Sorcery
Each player chooses a creature card in his or her graveyard and puts that creature into play.
"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest
Illus. Carl Critchlow

Bog Witch and Exhume

I learned early on in my **Magic** career that speed is everything. Now, there are different types of speed. Personally, I like red burn and green fast mana. But recursion can be pretty damn fast in its own right. Take a look at this nasty combo. You can drop a Bog Witch on turn one with a Dark Ritual and basically turn every card in your hand into a Dark Ritual thereafter.

Now on turn two, you tap a swamp and Bog Witch, discard some bad-ass monster from your hand, and use two of your three mana to play Exhume and bring that beast right into play. Can you say "turn two Cateran Overlord"? I thought you could. Best of all, your opponent probably won't have a creature in his or her graveyard on turn two, so your big baddie will be the only game in town. You'll have one mana floating at this point, but what's a little mana burn when you're about to stomp your opponent into a gooey mess?

And remember, you're never planning to play one of these bad-asses from your hand, so don't worry about their mana cost or even their color when building a deck around this combo. Just think BIG. No, Serra Avatar won't work because it never stays in your graveyard—so you couldn't do this. My personal favorite is the 7/7 "I don't care if you chump-block me" Thorn Elemental from the *Urza's Destiny* set.


Taunting Elf
Creature
All creat
Elf do s
Much to
gleefully
the rud
spoken
Inviolability
1 ✱
Enchant
Prevent
dealt to
A soldie
to prote
Venomous Breath
3 ●
Instant
At end of combat, destroy all creatures that blocked or were blocked by target creature this turn.
The dryads need neither size nor strength to defeat their enemies in battle.
Illus. D'Israeli

Who says green can't *destroy* creatures?

Taunting Elf ●	**Inviolability** ①✱	**Venomous Breath** ③●
Creature–Elf	Enchantment	Instant
All creatures able to block Taunting Elf do so.	Prevent all damage that would be dealt to enchanted creature.	At end of combat, destroy all creatures that blocked or were blocked by target creature this turn.
Common	Common	Uncommon

Taunting Elf, Inviolability, and Venomous Breath

Okay, okay. This trick takes three cards and one is a creature enchantment, but imagine the look on your opponent's face when you destroy all of his or her creatures with a Taunting Elf. Here's how it works. You play the Taunting Elf. Your opponent sneers something like "Ooh, a zero-power elf. Really got me on the ropes now, dontcha?" Next, you enchant the Elf with Inviolability, so it can't be destroyed by damage, and say "Done." Your opponent might laugh at this point. Just ignore it and wait until your opponent has a slew of fatties on the table.

On your next turn, play Venomous Breath on the Elf, and declare your attack. Your opponent must block the Elf with all of his or creatures, so Venomous Breath will destroy them all. As the dull realization of what's about to happen slowly percolates through your opponent's thick skull, he or she might stammer "But...but...No. Wait!"

You can now sit back, content in the knowledge that unless your opponent has a way to destroy your Elf without damage, he or she won't be able to stop the slaughter. Plus, your opponent will never know when you have another Venomous Breath in your hand.

Cowardice and Jade Monolith

The fun of this little trick comes from abusing the new Sixth Edition rules for your own gains. Before the advent of the stack, damage prevention only happened after damage was assigned. But under Sixth Edition rules you can prevent

Cowardice
Jade Monolith
①: The next time a source of your choice would deal damage to target creature this turn, that damage is dealt to you instead.

It may be a cowardly way to win, but who cares?

Cowardice ③💧💧
Enchantment
Whenever a creature becomes the target of a spell or ability, return that creature to its owner's hand.
Rare

Jade Monolith ④
Artifact
①: The next time a source of your choice would deal damage to target creature this turn, that damage is dealt to you instead.
Rare

damage before it's assigned, which opens the door to some interesting uses for cards like Jade Monolith.

Here's how this trick works. You're playing control and need some way to remove creatures that have already hit the table. So you play Cowardice, which gives you a reusable Boomerang effect on any creature you can target. (Be careful. Your opponent can benefit from this ability as well, so you won't be able to use creatures.)

"Hey, Wall, lookin' good."

Stinging Barrier ②💧💧
Creature–Wall
💧, ⟳: Stinging Barrier deals 1 damage to target creature or player.
Common

Charisma 💧💧💧
Enchant Creature
Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.
Rare

Next, drop the Jade Monolith and start targeting your opponent's creatures, which will bounce them back to his or her hand. For every one mana you spend, another creature goes back to your opponent's hand. Clear the board at the end of your opponent's turn. Then you get to untap on your turn, giving you plenty of mana for Counterspells if your opponent tries to bring any of those pesky beasts back into play.

Charisma and Stinging Wall

There's no better way to humiliate someone than to steal your opponent's creatures and then beat the crap out of him or her with those creatures. The only way to make this trick nastier is to use a Wall—yes, a Wall—to steal the creatures.

This one is really pretty easy. Get your Stinging Barrier into play, which should slow down your opponent's assault while you think about which one of his or her bad-ass creatures you want fighting for you. Once you put Charisma on the Barrier, you're ready to turn the tables on your opponent, literally.

At the end of your opponent's next turn (see the "The Right Moment" sidebar to see why you always do this stuff at the end of your opponent's turn), spend one blue mana and tap Stinging Barrier to deal 1 damage to your opponent's best creature. As soon as that damage gets dealt, the creature defects and comes over to work for you. Untap on your turn and attack with your opponent's creature. Then scout out your next double agent.

Stinging Barrier
Charisma
Enchant Creature
Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.
It was Gerrard's nature to lead and the Mercadians' to follow.
Illus. Terese Nielsen

Storm Cauldron and Blood Oath

At higher levels, **Magic** play is all about managing your resources (life, mana, and cards) better than your opponent. So the nastiest trick of all is to use those resources against the poor chump. Here's what you do. Play Storm Cauldron and watch your opponent start to squirm. Sure, the Cauldron allows both of you to play an extra land each turn, but it slows down the game because you both must now manage your mana very carefully.

Now you play the waiting game. Wait until your opponent gets tired of keeping his or her mana in reserve and tries to play some really big spell—the bigger the better. As soon as all those lands return to your opponent's hand (and before he or she gets a chance to play two of those lands again), respond with Blood Oath, naming lands. If your opponent played a five-mana spell, there will be at least five lands in his or her hand. That translates into a big 15-damage hurtin'.

Blood Oath
Storm Cauldron
Each player may play an additional land during each of his or her turns.
Whenever a land is tapped for mana, return it to its owner's hand.
Illus. Dan Frazier

See if you can manage this.

Blood Oath ③●
Instant
Choose a card type. Target opponent reveals his or her hand. Blood Oath deals 3 damage to that player for each card of the chosen type revealed this way.
Rare

Storm Cauldron ⑤
Artifact
Each player may play an additional land during each of his or her turns.
Whenever a land is tapped for mana, return it to its owner's hand.
Rare

Starter Terms

BOUNCE

Any time a card goes from the table to a player's hand, that card has bounced from play. You can bounce your opponent's creatures back to his or her hand with cards like Cowardice or even bounce your own creatures to save them from destruction (Darting Merfolk can bounce itself).

CHUMP BLOCK

A chump block is when you use a small, dispensable creature like an Elf (the chump) to block a big, nontrampling creature so you don't take any damage. Sure, the chump gets destroyed, but better it than you.

The Right Moment

When you first start playing **Magic**, you tend to play all your spells on your turn. You play a land, play some spells, attack with your creatures, and then say "Done." But as you learn some of the subtleties of this game, you realize there are better moments to play your cards. Quite simply, the right moment is the moment when your opponent least expects it or just can't do anything about it. Here are some examples.

- **PLAY SPELLS (ESPECIALLY CREATURES) AFTER YOU ATTACK.** If your opponent doesn't know you have another creature in reserve, he or she might not block, thinking to attack next turn. The new creature might change all that. Plus, leaving your mana untapped allows you to bluff during combat.
- **PLAY SPELLS DURING COMBAT AND AFTER YOUR OPPONENT DECLARES BLOCKERS.** During combat you can play instants that can change the outcome. The most basic example is Giant Growth. Played after your opponent declares blockers, Giant Growth can both help destroy that blocker and save your own creature from destruction.
- **PLAY SPELLS AND ABILITIES AT THE END OF YOUR OPPONENT'S TURN, DURING HIS OR HER END PHASE.** There are two very good reasons to play spells or activate effects at this time. First, you can save all your mana for some other use (like a Counterspell) throughout your opponent's turn and then untap to be ready for the the next turn. Second, your opponent can respond only with instant cards and effects because the end phase is not part of the main phase.

PREVIEW!
BY MICHAEL G. RYAN

Next Stop, Rath—and Other Sneak Peaks

THE GENESIS OF NEMESIS

Soon, there'll be a Phyrexian invasion underway and not much time to make small talk, so let's cut to the chase. What's going on in the Nemesis *set? Here's the* Reader's Digest *summary of the next expansion for the* ***Magic: The Gathering*** *trading card game.*

Defiant Falcon
by Heather Hudson

New mechanic: Fading. *(This article comes into play with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)* Remove a fade counter to destroy competing magazine.

Laccolith creatures. Yep, it's a word. Look it up.

A handful of old faves: flowstone, Rebels, Mercenaries, Spellshapers, and alternative-play-cost spells. Sorry, still no return of "bands with other."

"Meanwhile, back in Rath...." The story picks up where *Exodus* left off, with Ertai stranded in Rath, Crovax out of his murderous mind, and Eladamri waging war against the evincar's army. *Nemesis* has three—count 'em, three—Legends and one Legendary Artifact.

Artifact creatures Rackling and Viseling. What do you think *they* do?

There you are. If you gotta go now 'cause there's a Phyrexian Driver waiting to perform a body cavity search on you (and when you see the art, you'll know why this is such a hideous thought), you now know everything you need to know about *Nemesis*. But if you've got the time, we've got more skinny on the first **Magic** expansion scheduled for release in 2000.

Don't Fade Away

Some mechanics are just too solid to fade out. Rebels and Mercenaries qualify for that endorsement, and both get a boost in the *Nemesis* set. As Teeuwynn Woodruff, one of the

FOUR BY FORCE

The *Nemesis* set follows the pattern of previous **Magic** expansions by offering up four pre-built theme decks that are playable right out of the box. Each deck is centered around one of the set's strengths and uses a mix of cards from *Mercadian Masques* and *Nemesis*. The strategy guide in each box will help you enhance and tune your theme deck, and create a sideboard, to get it up to tournament speed.

"Mercenaries" is a black deck brimming with fiendish creatures. If the Mercenaries you play aren't enough to overwhelm your foe, they can recruit their friends to settle the score.

"Replicator" is a black/green deck built around green creatures that can call for reinforcements. It will have your opponent seeing double, triple, or worse.

"Eruption" is a versatile red/white deck that blends powerful creatures with board control. Attack with confidence, knowing you have some tricks up your sleeve.

"Breakdown" is an aggressive green/blue deck built around creatures with the new fading ability. Defeat your opponent fast because these creatures won't stick around to fight for long.

This is only a preview, of course, so we probably shouldn't reveal the contents of any of the decks...but you know how mercenaries (and freelance writers) are. Unless you pay 'em a lot of money, they pretty much do whatever they want....

set's developers, points out, "Cards like Defiant Falcon—a common white flier that for ④ lets you search your library for a Rebel card with converted mana cost 3 or less and put it into play—give the Rebel deck some quality 'recruiters.' The Mercs get Rathi Intimidator—a 2/1 recruiter with the Fear ability for ①💀💀 that lets you get a Mercenary costing 2 or less for ②."

Furthermore, Teeuwynn notes that red, blue, and green each get a "a Mercenary or Rebel to call their own." Each of these colors now has a recruiter for a common creature type in their color: red's Moggcatcher recruits Goblins, green's Skyshroud Poacher recruits Elves, and blue's Seahunter recruits Merfolk.

But There's New Stuff, Too

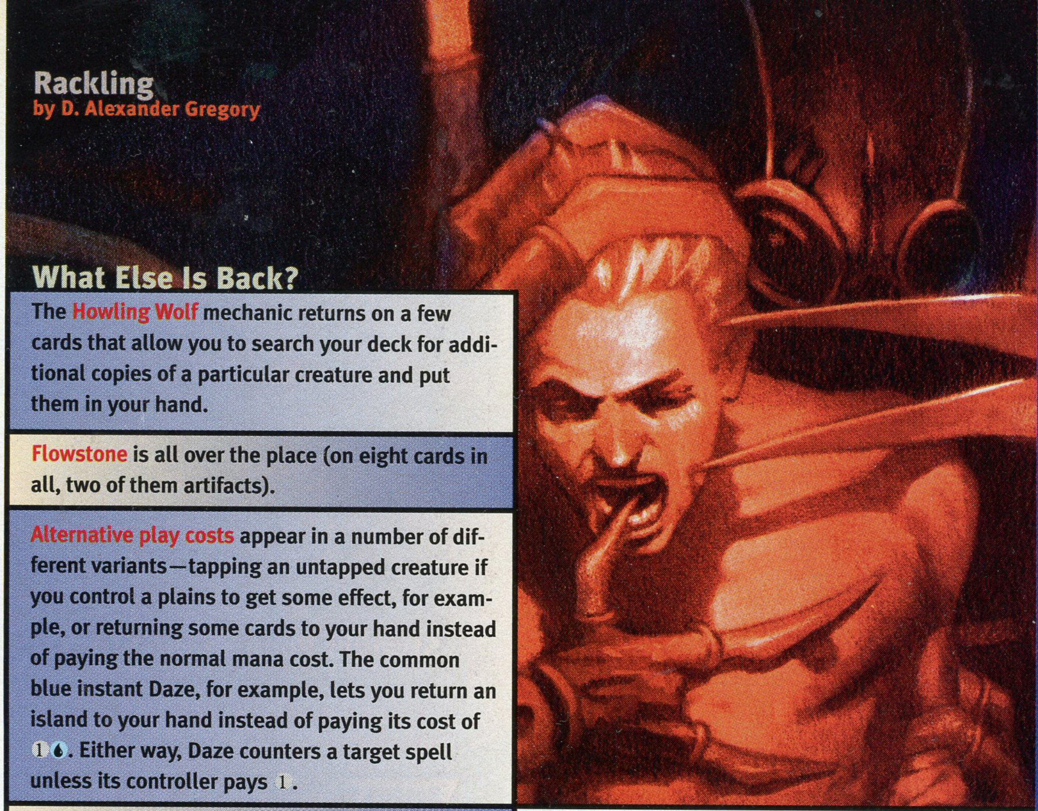
And then there's the new mechanic, **fading**. The most prominent—though not necessarily the best—of the fading cards are rare enchantments with a similar story theme: Parallax Wave (white), Parallax Tide (blue), and Parallax Nexus (black). Each introduces an interesting variant on removing things from play...with a seriously restrictive time limit for how long those things actually remain removed.

Fading crosses all the colors, and it appears on a handful of artifacts and artifact creatures. In fact, there's even a rare artifact that works to give everything else with fading a bit of a boost.

Finally, **Laccolith creatures**. According to Brady Dommermuth, the set's editor, they were originally called "splatter" creatures. 'Nuff said.

Rave On

Crovax has gone stark raving mad. A new evincar must be chosen. Both Crovax and Ertai find themselves embroiled in the quest for the evincar's



Rackling
by D. Alexander Gregory

What Else Is Back?

The **Howling Wolf** mechanic returns on a few cards that allow you to search your deck for additional copies of a particular creature and put them in your hand.

Flowstone is all over the place (on eight cards in all, two of them artifacts).

Alternative play costs appear in a number of different variants—tapping an untapped creature if you control a plains to get some effect, for example, or returning some cards to your hand instead of paying the normal mana cost. The common blue instant Daze, for example, lets you return an island to your hand instead of paying its cost of ①💧. Either way, Daze counters a target spell unless its controller pays ①.

And **Spellshapers** make the leap from the *Mercadian Masques* set, including a rare black Spellshaper called Divining Witch (think Demonic Consultation) and an uncommon green one, Stampede Driver, that gives your creatures +1/+1 and trample until the end of the turn.

THE "MERCENARIES" DECK

#	CARD TITLE	MANA COST	RARITY
	Lands (23)		
23	Swamp —	—	
	Creatures (23)		
1	Rampart Crawler*	💀	C
3	Misshapen Fiend*	①💀	C
4	Spineless Thug	①💀	C
1	Cateran Brute*	②💀	C
2	Phyrexian Driver	②💀	C
1	Skulking Fugitive*	②💀	C
2	Strongarm Thug*	②💀	U
1	Alley Grifters*	①💀💀	C
1	Carrion Wall	①💀💀	U
1	Rathi Intimidator	①💀💀	C
1	Phyrexian Prowler	③💀	U
1	Rathi Fiend	③💀	U
1	Cateran Kidnappers*	②💀💀	U
1	Rathi Assassin	②💀💀	R
1	Battlefield Percher	③💀💀	U
1	Cateran Enforcer*	③💀💀	U
	Other (14)		
1	Cateran Summons*	💀	U
2	Dark Ritual*	💀	C
2	Mind Swords	①💀	C
3	Parallax Dementia	①💀	C
1	Haunted Crossroads*	②💀	U
1	Seal of Doom	②💀	C
1	Massacre	②💀💀	U
1	Dark Triumph	④💀	U
1	Intimidation*	②💀💀💀	U
1	Belbe's Portal	⑤	R

* *From the* Mercadian Masques *expansion*

Who's the Real Phantom *Nemesis?*

MIKE ELLIOTT IS DARTH MAKER. As lead designer for the *Nemesis* set, Mike gets the credit—or the blame—every time somebody annoys the hell out of you with a Stronghold Machinist (and they will. Oh yes, they will).

But if you're uncomfortable holding Mike accountable because of that thing he said a while back about "testing the pain threshold of lemons," a handful of **Magic**'s other finest helped develop *Nemesis* and its five Seals (Cleansing, Doom, Fire, Removal, and Strength). **CHARLIE CATINO**, **WILLIAM JOCKUSCH**, **BETH MOURSUND**, **PAUL PETERSON**, **BILL ROSE**, **MARK ROSEWATER**, **HENRY STERN**, and **TEEUWYNN WOODRUFF** are all much kinder to lemons, if you're wondering.

And if you think Darth Maul, Hannibal Lecter, and Saddam Hussein could take some lessons in nastiness from Crovax, then **SCOTT McGOUGH** (creative editor) and **DANEEN McDERMOTT** (continuity manager) thank you.

Finally, **BRADY DOMMERMUTH**, editor for the set, crusaded valiantly against the uncommon card Voice of Truth ever being referred to as "the wet T-shirt angel." As the last sentence proves, you can't win 'em all, Brady.

—MGR

Spineless Thug
by Matthew D. Wilson

Straight Poop on the Story

There's the flavor text on the cards themselves ("Crovax hungered for power, and the stronghold devoured the sky." is Scott's personal favorite.)

Readers can check out the novel *Nemesis* coming from author Paul Thompson.

There'll be a graphic novella in *TopDeck* (similar to the one that appeared in the *Mercadian Masques Official Player's Guide*), and a short story insert in the *Nemesis* theme decks. That story, Scott says, "shows just how rough things in Rath have become."

throne, but a Phyrexian ambassador is actively manipulating events according to her masters' dark agenda. Eladamri will find his destiny. At least three of the candidates for the evincar's throne will be forever changed...and only one of them will like it. As the story moves forward in *Nemesis,* Scott McGough promises that readers and players will get "an unpleasant glimpse into the workings of Phyrexia's Inner Circle. Not only is the political situation in chaos, but Rath itself is literally coming apart."

Listening to Scott, you immediately realize how much work has gone into putting the *Nemesis* tale together. Cards were carefully named to support the concepts. For example, to emphasize their rebellion against the tyrants in the Stronghold, all of the recruiting rebels have Defiant in their card names (and that's how you can tell they're recruiters; Rebels who can't recruit have a wider range of card names).

And armodons are deliberately *not* in the set. "Hey, all their flavor text in the Rath Cycle began with 'These are their last days,'" Scott says. "Did you think we were kidding?"

Scott believes that one card best illustrates the key story points: the black sorcery Massacre, which shows a Pete Venters–painted Crovax with a most hideous expression. "For Crovax," Scott says, "Killing Mirri was just the beginning."

There'll be a number of places where fans of the story can find out what's happening in the *Nemesis* chapter of the **Magic** narrative.

So much so, in fact, that after reviewing the art descriptions for two cards in the set—Submerge and Rising Waters— **Magic** senior art director Ron Spears said to Scott, "We're being pretty tough on the elves."

"I'm just glad he didn't notice Skyshroud Poacher, Plague Witch, Murderous Betrayal, or Laccolith Titan," Scott says.

That'll Be the Day

Every expansion has its ups and downs. Some cards come together easily, and some not so easily. The *Nemesis* expansion had its fair share of both—it just depended on what you were working on.

"Angelic Favor," Brady Dommermuth says, "had the 'Waylay problem' until just before it went to press. The Waylay problem is this rules loophole that allows you to play stuff during your end phase, thereby bypassing its 'until end of turn' condition. In other words, you wait until your end phase, play Waylay, and keep the three 2/2 creatures forever rather than sacrificing them at end of turn (because 'end of turn' has technically already passed)."

The uncommon white instant Angelic Favor originally read "If you control any plains, you may tap an untapped creature you control instead of paying Angelic Favor's mana cost. Put a 4/4 white Angel creature token with flying into play. Remove it from the game at end of turn."

"R&D fixed it at the last minute," Brady says, "by adding 'Play Angelic Favor only during combat.'" Players now know who to curse when they contemplate Angelic Favor and long for the days of Waylay plays.

Scott McGough, however, singles out the common black card Mind Swords as the easiest card he's ever done, from a conceptual point of view. "Mind Swords was the placeholder name when the card came out of design," he says. "The naming team liked the name, and on advice from art directors Dana Knutson and Ron Spears, artist Daren Bader received the name of the card...and that's it. Daren turned in a sketch and a final painting, and I'll be damned if he didn't get it 100 percent correct right out of the gate. It's incredibly gratifying when everything falls together like that."

Michael G. Ryan doesn't believe there's really any relationship between Buddy Holly and Star Wars. *(Good luck figuring this one out.)*

NAZCA

Can a past life affect the future? Kyoji, the only member of a small Kendo club has his world turned upside down. Sudden visions of past life events revive ancient Inca rivalries and ambitions, turning friends into deadly enemies! Kyoji's former mentor, Tate embraces his past life as Yawaru, and renews his old ambition to cleanse the world of its weaker elements. But, he also remembers it was Biruka, Kyoji's past life, that betrayed him last time!

December 1999 Releases

Battle Athletes Victory – The Human Race V.8	DVD	$29.98
Dragon Ball Z – The Ginyu Force V.16	DVD	$24.98
Dragon Ball Z – Super Saiyan V.17	DVD	$24.98

January 2000 Releases

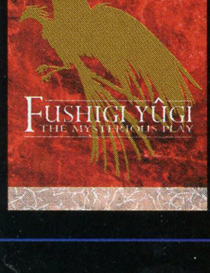
Fushigi Yugi – Nuriko... V.10	VHS-Dub	$24.98
Fushigi Yugi – Nuriko... V.10	VHS-Sub	$29.98
Nazca – Blades of Fate V.1	DVD	$29.98
Nazca – Blades of Fate V.1	VHS-Dub	$24.98
Nazca – Blades of Fate V.1	VHS-Sub	$29.98
Tenchi In Tokyo – A New Ending V.8	DVD	$29.98
Pokemon – Wake Up Snorlax! V.13	DVD	$24.98
Pokemon – Wake Up Snorlax! V.13	VHS-Dub	$14.98
Pokemon – Jigglypuff Pop V.14	DVD	$24.98
Pokemon – Jigglypuff Pop V.14	VHS-Dub	$14.98
El Hazard Alternative World – Dreams of Tomorrow V.4	DVD	$29.98
El Hazard Alternative World – Dreams of Tomorrow V.4	VHS-Dub	$24.98
El Hazard Alternative World – Dreams of Tomorrow V.4	VHS-Sub	$29.98

Nazca 12 episodes on 4 volumes:

English **VHS**	**$24.98** SRP Each volume
Subtitled **VHS**	**$29.98** SRP Each volume
Dual Language **DVD**	**$29.98** SRP Each volume

For more information, please call 1-800-421-1621 or visit our website:

www.pioneeranimation.com



The Wait is Over!

Fushigi Yugi - The Mysterious Play

The epic saga of betrayal, romance, and a klutzy gluttonous Jr. High School girl continues with the second TV season of *Fushigi Yugi – The Mysterious Play*. Also available: the *Fushigi Yugi DVD Box Set I.* This four double-layered disc set contains the first 26 episodes of *Fushigi Yugi* in premium packaging – 650 minutes for only $198.98!

English **VHS**	**$24.98** SRP Each volume
Subtitled **VHS**	**$29.98** SRP Each volume
Dual Language **DVD**	**$198.98** SRP Each Boxed Set

Available at these other fine stores:

SUNCOAST
MOTION PICTURE COMPANY
We Know Movies

COMIC SHOP LOCATOR SERVICE
888-COMIC-BOOK
888-266-4226

SATURDAY MATINEE
THE MOVIE STORE

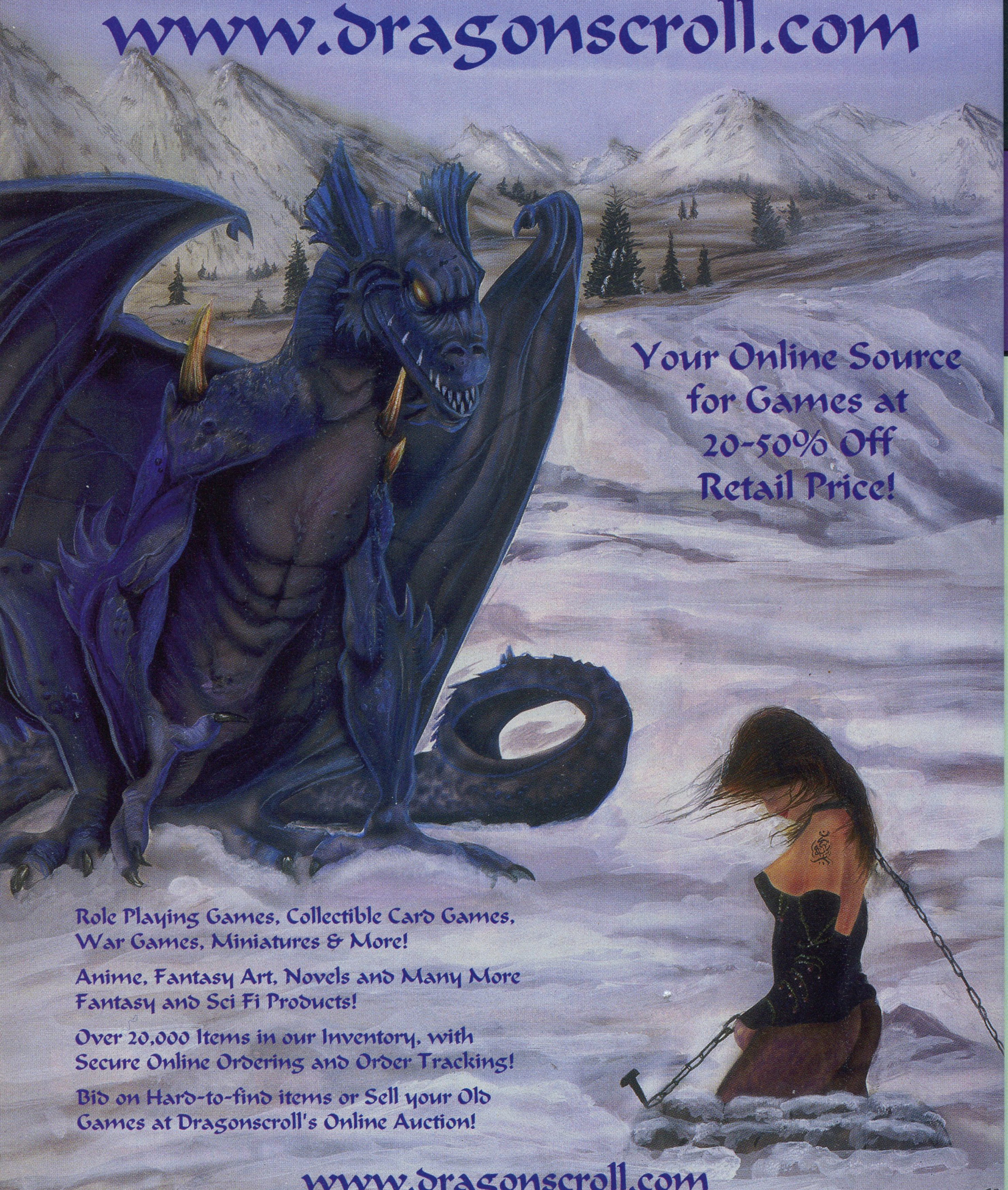
TOWER RECORDS

Pioneer

© 1998 GENCO • RADIX / Pioneer LDC Inc. • Kadokawa Shoten • TV Tokyo

Dragonscroll

www.dragonscroll.com



Your Online Source
for Games at
20-50% Off
Retail Price!

Role Playing Games, Collectible Card Games,
War Games, Miniatures & More!

Anime, Fantasy Art, Novels and Many More
Fantasy and Sci Fi Products!

Over 20,000 Items in our Inventory, with
Secure Online Ordering and Order Tracking!

Bid on Hard-to-find items or Sell your Old
Games at Dragonscroll's Online Auction!

www.dragonscroll.com

TOLL FREE 1-877-SCROLL-1 • 6689 Peachtree Industrial Blvd • Suite J • Norcross, GA 30092

It Only Has a Snowball's Chance

WHEN HELL FREEZES OVER

BY RUSSELL "SWEET MONKEY" KEENAN

MONOPOLY FOR THE NEW MILLENNIUM

MONOPOLY AND MAGIC TO MERGE

The moment we've all dreaded since the day we roared onto this world in the stork's bag is here. Magic: The Gathering is getting the axe. On April 1, 2000, Hasbro will release Magicopoly, the ultimate blend of card game and board game excellence. Also known as Monopoly: The Gathering (the title of the gold limited edition from the Jefferson Mint), the game is expected to blend the mass market appeal of Monopoly with the complexity of Magic: The Gathering.

Such a strange pairing is expected to be further augmented with vague and ambiguous victory conditions in order for every player to be able to contend that he or she has won. "Nobody likes losing," suggests new corporate publicist George Orwell, "so we have developed a game where no one needs to experience losing. We call it Magicopoly, the win-win strategy game."

Orwell admitted that the corporation expects alarmists to engage in knee-jerk hysterics. Emails have already been received at both companies spouting vituperative anti-corporate jargon like 'Hasborg has assimilated Wizards! Summon Antitrust!' Other messages merely ask in perplexed tones, "Why, Wizards, why?" and, "Do you guys still have my *Monty Python* tape?"

"...fans will find that they won't really miss [*Magic*] all that much.

I can't believe they played it this long, anyway."

One rules lawyer on the Pro Tour went so far as to file a class action suit on behalf of Magic players. The petition was immediately denied by a federal judge who asserted that neither Wizards of the Coast nor its customers had any class. An anonymous source has attempted to subpoena the judge's video rental records in order to appeal, but no progress has been announced.

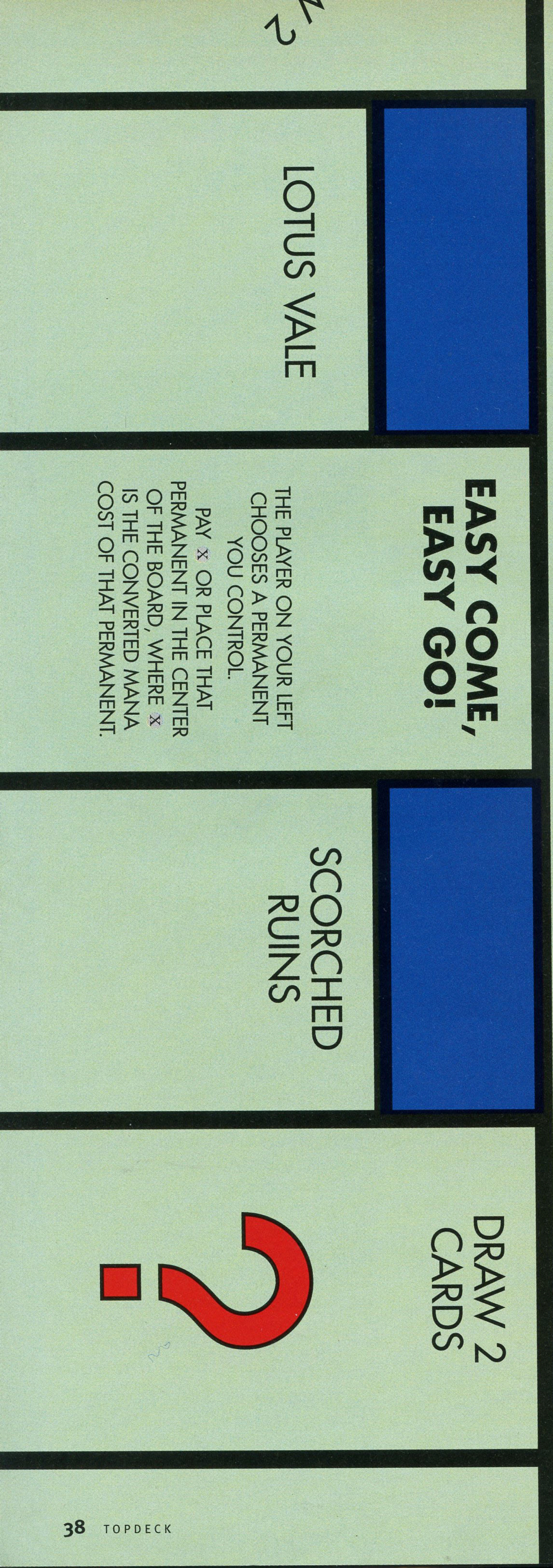
Orwell contended that the merger of the two mega-properties was a step toward aligning all Hasbro product lines to be in tune with the needs of the new millennium. "Monopoly was a product of its time when almost no one could afford real estate during the Great Depression. Magic is a brilliant '90s concept. It combines the acquisitive aggrandizement of the '80s in the collectivity aspect with the ideal of the heartless corporate 'right-sizing' of the '90s represented in the deck building concept. Our new product enters the '00s in expectation of a new depression where the ability to create flexible strategies on the fly will be most important. We believe Magicopoly will capture the hearts of gamers in this brave new world."

Queried as to the reaction of their loyal customer base, the as yet unannounced new CEO for Wizards of the Coast responded to this reporter that the company is still #1. Reflecting his inexperience, the executive gestured with the wrong digit, however. "Magic fans will find that they won't really miss it all that much," asserted the corporate toady. "I can't believe they played it this long, anyway."

The company also announced that ESPN's new ESPN3 will televise the World Magicopoly Prerelease Championships. The broadcast is currently slated for December 31, 1999 at 11:59 P.M.. "Although this time slot is often associated with New Year's Eve, we felt that those who don't have dates should have something to look forward to," announced Magicopoly Brand Manager Winston Smith. "We will be airing similar programming on Valentine's Day for our as yet unannounced Dungeons & Pokémon redesign."

NOTE: To those of you who were sufficiently gullible to read this far without realizing that something was amiss (or possibly, a hit), we apologize for writing a parody so poorly that it caused even a minute of consternation. To those who were properly amused, don't gloat.

Turn to page 39 and experience the first in our series of new house rule variants. Remember: don't try these rules in organized play until "Hell Freezes Over!"


2
LOTUS VALE
EASY COME, EASY GO!
THE PLAYER ON YOUR LEFT CHOOSES A PERMANENT YOU CONTROL.
PAY X OR PLACE THAT PERMANENT IN THE CENTER OF THE BOARD, WHERE X IS THE CONVERTED MANA COST OF THAT PERMANENT.
SCORCHED RUINS
DRAW 2 CARDS
?

MAGICOPOLY

Setting Up

For a two-player game, you'll need the following:

- **1** **Monopoly** board
- **1** game piece per player
- **1** **Magic** deck per player (remove all the lands)
- **7** of each basic land (plus one of each for each additional player)
- **1** Urza's Mine
- **1** Urza's Power Plant
- **1** Urza's Tower
- **3** City of Brass
- **1** Lotus Vale
- **1** Scorched Ruins

The next step is to place the lands face up underneath the edge of the board as follows:

🟪 **Purple** (Baltic, Mediterranean):
3 Urza lands

🟦 **Light blue** (Oriental, Vermont, Connecticut):
3 islands

🟪 **Magenta** (St. Charles, States, Virginia):
3 swamps

🟧 **Orange** (St. James, Tennessee, New York):
3 forests

🟥 **Red** (Kentucky, Indiana, Illinois):
3 mountains

🟨 **Yellow** (Atlantic, Ventnor, Marvin Gardens):
3 plains

🟩 **Green** (No. Carolina, Pacific, Pennsylvania):
3 City of Brass

🟦 **Park Place**:
1 Scorched Ruins

🟦 **Boardwalk**:
1 Lotus Vale

⬜ **Railroads**:
1 of each basic land (face down and shuffled)

If you're playing with more than two players, add one appropriate basic land for each additional player to each of the light blue, magenta, orange, red, and yellow groups.

Each player shuffles his or her landless deck, draws five cards, and puts his or her game piece on Go. Roll the dice to determine the order in which everyone plays.

WARNING!
Not for the overly serious player! Use the normal **Magic** rules when the **Magicopoly** rules don't cover something.

Magicopoly Turn Order

- Untap
- Upkeep
- Roll
- Move

The rest is the same as a turn in **Magic** play, except that there's no draw step. The only way to draw cards in **Magicopoly** is to pass Go or land on board spaces that let you draw cards.

Playing Magicopoly

During your turn, roll two six-sided dice and move your game piece that number of spaces. (Sorry, rolling doubles doesn't let you roll again.) When you land on any of the spaces in a color group, you get to choose a land from beneath that group and put it into play under your control. For example, if you land on a magenta board space, you could put one of the swamps underneath it into play under your control. If a group of board spaces runs out of lands, you don't get anything when you land on one of them. There are special rules for some board spaces:

Go. When you pass Go, draw two cards. If you land on Go, draw an additional card.

Railroads. Draw one land at random from beneath this board space and put it into play under your control.

Community Chest. Choose a land controlled by another player. Take control of that land.

Chance. Draw two cards.

Electric Company. Until the end of the turn, whenever you tap a land for mana, it produces an additional mana of the same color.

Water Works. Choose a die you rolled this turn. Gain X life, where X is the number you rolled on that die.

Income Tax. Pay 3 or pay 2 life.

Luxury Tax. The player to your left chooses a permanent you control. Pay X or place that permanent in the center of the board (out of play), where X is the converted mana cost of that permanent.

Free Parking. All cards in the center of the board come into play. You control these cards.

Go to Jail. Choose a card in your hand. Place that card in the center of the board. Lose the rest of your turn. *(Don' t move your game piece to the Jail space.)*

Just Visiting. Lose the rest of your turn.

Park Place and **Boardwalk.** If there's a land under this space, put it into play under your control. Ignore any additional costs to play that land.

Many times has Russell Keenan been seen wandering down Baltic Avenue during the wee hours, wearing only a crude parka fashioned from empty **Dune** *TCG wrappers. When stopped by passersby, he insists that he's just "trying to complete his monopoly."*

HASBRO HAS SOME OTHER CROSSOVER GAMES IN THE WORKS:

Clue

You'll need a **Clue** board game, six different creatures, and six different artifacts. The game plays the same, but you substitute the creatures for the **Clue** characters and the artifacts for the weapons. You'll discover interesting combinations, such as "**Hurloon Minotaur did it with the Jinxed Ring in the Billiards Room**," or "**Saprazzan Raider did it with the Skull of Ramos in the Conservatory**." Because you play with the normal room cards, it's important to hide the back of the card when questioning another player. You don't want to tip your hand by revealing whether you're asking about a character, a room, or a weapon.

Memory

Think you know your tournament deck inside out? Shuffle it and lay the cards face down in 12 columns by five rows. Like the classic **Memory**, reveal one card, then reveal another. If they match, put them in a Match pile and score two points. If they don't match, put them back. You may look at the cards in your Match pile, but each time you do, you lose two points. If you reveal a card that you think has no matching face-down card left (because you only have three in your deck, for instance), put it face down in an Odd Card pile and score one point. You may not look at the cards in your Odd Card pile until the end of the game. When you've moved all the cards to the Match and Odd Card piles, the game's over. For every three minutes the game took, subtract one point. For each matching pair in your Odd Card pile, subtract three points. When you can score 55 or more points, then you're a true expert on your deck's contents. **What a great way to fill those meaningless evenings!**

Scattergories

You can make your own 12-item list for **Scattergories** using **Magic: The Gathering** topics. Here's one example:

1. Any card
2. An artist's name
3. An Urza block card
4. A flying creature
5. A *TopDeck* writer (Russell Keenan can be used regardless of letter)
6. A card with cool art
7. A sorcery or instant
8. A red card
9. An artifact
10. A rare card
11. A card with a converted mana cost of 3 or less
12. A *Mercadian Masques* card

HE MAY BE MARIO BUT HE'S HARDLY SUPER!

We've named this month's otherwise-anonymous deck contributor "Little Mario," in honor of the great Mario Robaina. Here is Little Mario's deck, with the overblown name he gave it:

Djinn's Fire

Artifacts (2)

- 1 Jalum Tome
- 1 Nevinyrral's Disk

Creatures (7)

- 3 Erhnam Djinn
- 1 Killer Bees
- 3 Llanowar Elves

Spells (21)

- 1 Blood Moon
- 2 Disintegrate
- 2 Fireball
- 1 Giant Growth
- 2 Hurricane
- 3 Incinerate
- 2 Lava Axe
- 1 Lava Burst
- 2 Lightning Bolt
- 1 Monstrous Growth
- 1 Regeneration
- 1 Thunder Bolt
- 2 Volcanic Hammer

Lands (31)

- 2 City of Brass
- 1 Karplusan Forest
- 1 Strip Mine
- 14 Forest
- 13 Mountain

CHRIS and JON shamelessly mug another innocent deckbuilder in this month's installment of "Bash the Builder" ... otherwise known as "The Deck's a Pile." If you like being publicly ridiculed, and we know you do, send your decklist to will@wizards.com. We'll take your name off it and send it on to CHRIS and JON, then they'll tear it to itty bitty shreds. So who's next?

There is no mixin' in the world of beatdown **Magic** these days—goblins hang out with goblins, and elves hang with elves. Mountains and forests in the same deck? Crude and inefficient.

This wasn't always the case, however. Years ago, red and green would join together to form a **Magic** version of Voltron, and pro **Magic** legends like Mario Robaina used to take red/green decks proudly into tourneys.

Yo, Mario, ever heard of Type II?

CHRIS: First things first. We're going to try and make Little Mario's deck legal for Standard tournaments. This means that many of the cards, including Strip Mine, Disk, Erhnam, Bolt (both sorts of Bolts, actually), and Blood Moon, all go away.

We're actually doing Mario a favor by removing some of these. Volcanic Hammer is both terrible and illegal in all sanctioned tourneys, for example. But some cards will be sorely missed. Little Mario had big plans for Strip Mine, for example:

> *"Strip Mine is a 'piss you off' card. I hold it in my hand until my opponent brings down a mass destruction card such as Armageddon. I then Strip my opponent's first land.... That will really get to an opponent because he has just lost a turn!" —Little Mario*

It's a shame we won't see that in action, Little Mario. Think legal, dude.

Green/red aggressive decks usually have a straightforward plan: deal damage quickly and efficiently with green's excellent creatures, and use red's direct damage to either finish an opponent off or clear away blockers. Our deck's designer agrees this is a good combination:

> *"... I have the arrogant Erhnam Djinn. Now, I get this guy at least once every game. Combine that, a few burn cards, and a big fireball, [and I] can kill an opponent within seven turns...." —Little Mario*

So where did Mario go wrong?

Mario has the basic plan right; he just strays from optimality now and again. (I use "now and again" to mean "all the time.") Most of Little Mario's mistakes fall into one of three categories:

- Using narrow cards when more versatile cards exist.
- Using cards that don't really fit into the deck's game plan.
- Using cards that just plain stink to high heaven.

So other than the cards, this deck is pretty good.

"Volcanic Hammer is both terrible and illegal in all sanctioned tourneys."

ILLEGAL

Volcanic Hammer 1🔴
Sorcery
Volcanic Hammer deals 3 damage to any one creature or player.
Portal

LEGAL

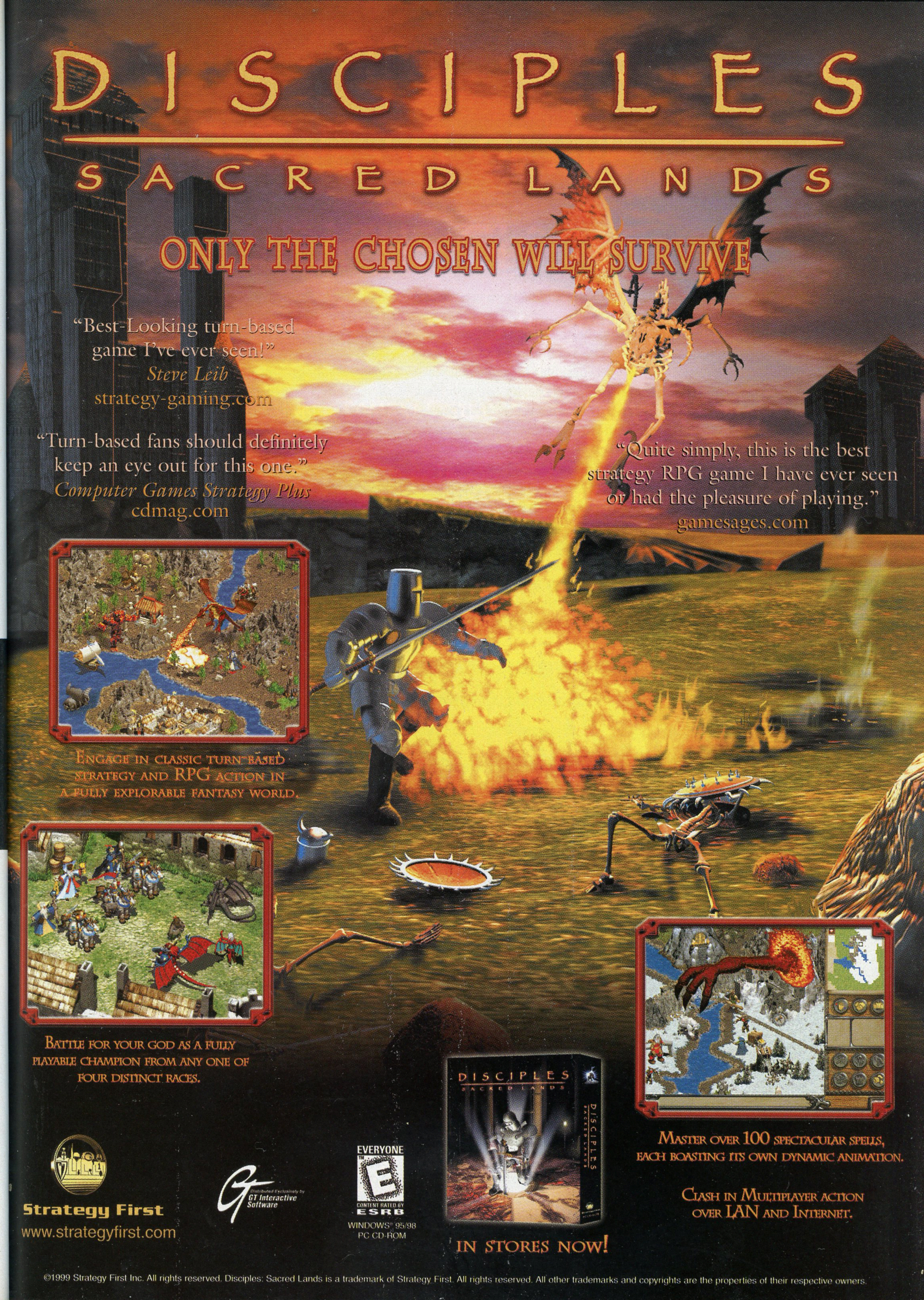
Parch 1🔴
Instant
Choose one — Parch deals 2 damage to target creature or player; or Parch deals 4 damage to target blue creature.
Urza's Legacy

It's all about versatility

JON: The first problem I noticed when I looked at the deck was its lack of versatility. You want every card in the deck to be optimally useful in as many situations as possible.

Llanowar Elves, a one-mana green creature, is an archetypal example of a versatile card. It's a 1/1 creature that costs only one mana, with the added benefit of being able to provide mana. The Elves and Treetop Villages allow us 26 mana sources while minimizing mana glut, because our mana sources have secondary purposes. The end result is a 26-"land" deck when we need mana, but only an 18-land deck when we don't.

The majority of the creatures provide similar versatility, albeit not to the extent of the Elves. Kris Mage is



DISCIPLES

SACRED LANDS

ONLY THE CHOSEN WILL SURVIVE

"Best-Looking turn-based game I've ever seen!"
Steve Leib
strategy-gaming.com

"Turn-based fans should definitely keep an eye out for this one."
Computer Games Strategy Plus
cdmag.com

"Quite simply, this is the best strategy RPG game I have ever seen or had the pleasure of playing."
gamesages.com

ENGAGE IN CLASSIC TURN-BASED STRATEGY AND RPG ACTION IN A FULLY EXPLORABLE FANTASY WORLD.

BATTLE FOR YOUR GOD AS A FULLY PLAYABLE CHAMPION FROM ANY ONE OF FOUR DISTINCT RACES.

MASTER OVER 100 SPECTACULAR SPELLS, EACH BOASTING ITS OWN DYNAMIC ANIMATION.

CLASH IN MULTIPLAYER ACTION OVER LAN AND INTERNET.

EVERYONE
E
CONTENT RATED BY
ESRB

WINDOWS® 95/98
PC CD-ROM

IN STORES NOW!

Strategy First
www.strategyfirst.com

Distributed Exclusively by
GT Interactive Software

©1999 Strategy First Inc. All rights reserved. Disciples: Sacred Lands is a trademark of Strategy First. All rights reserved. All other trademarks and copyrights are the properties of their respective owners.

ittle Mario's deck was best represented y his inclusion of STRIP MINE: A big, legal hole in the ground.

It's easier if we show you what this deck *should* look like.
Here is our version of red/green in Standard, based on Little Mario's deck:

Troll's Ire

Creatures (26)
- 4 Albino Troll
- 3 Ghitu Slinger
- 3 Hunted Wumpus
- 4 Kris Mage
- 4 Llanowar Elves
- 4 Pouncing Jaguar
- 4 River Boa

Spells (12)
- 4 Parch
- 4 Rancor
- 4 Shock

Lands (22)
- 4 City of Brass
- 4 Karplusan Forest
- 4 Treetop Village
- 6 Forest
- 4 Mountain

a cheap, offensive creature that also converts unneeded cards into direct damage to creatures or players. The two-mana creatures, River Boa and Albino Troll, are incredibly efficient regenerating creatures that are hard to block.

If green's most versatile cards are creatures, then red's most versatile cards are direct-damage spells. Shock and Parch, as instant damage, can either remove blocking creatures or deal the finishing blow to an opponent. Ghitu Slinger, at a slightly higher cost, can be used for either of those purposes *and* provides a 2/2 creature.

The lands are versatile, too. Treetop Villages are obviously good, but Cities of Brass and Karplusan Forests are both highly desirable for a different reason. One of the primary problems of a two-color deck is mana consistency. The Karplusans and the Cities allow access to both red and green mana with the negligible drawback of dealing 1 damage.

CHRIS: At this point, I'd like to come to Little Mario's defense. (Don't ask me why.) He certainly understood the power of lands that produced both red and green mana.

"Anyway, Karplusan Forest and City of Brass can be both red or green mana, so those are very good after an Armageddon."—Little Mario

That takes what Jon said, and squeezes all that analysis into a dense, tasty nugget. Yum!

"The last thing you want to do with your aggressive deck is nothing.

LIMITING		**VERSATILE**	
Erhnam Djinn	3	**Hunted Wumpus**	3
Summon Djinn	4/5	Creature—Beast	6/6
During your upkeep, target non-Wall creature an opponent controls gains forestwalk until your next turn.		When Hunted Wumpus comes into play, each other player may put a creature card from his or her hand into play under his or her control.	
Anthologies, Arabian Nights, Chronicles		*Mercadian Masques*	

Danger! Curves ahead

JON: Versatile cards are useless if you can't play them, though. In many ways, you can look at the cost of a card as another measure of its versatility. No matter how many uses a six-mana spell might have, it won't do anything unless you actually have six lands in play.

For example, this deck has only six one-mana spells and eight two-mana spells, while having seven X-spells (eight if you include Killer Bees). Drawing even one of these spells early on can be devastating, as they would be nothing but dead weight in your hand.

I wanted to set the deck's mana curve as low as possible. Twenty of the spells in the deck cost only one mana, and 12 cost two mana. The deck will be able to function at nearly full capacity with only two lands, so you will almost never be sitting with unplayable cards in your hand.

CHRIS: Jon is correct, of course. The last thing you want to do with your aggressive deck is nothing. Not being able to play your threats due to mana problems early is a sure-fire way to lose with a deck like this.

You might also notice that we have many more creatures than Little Mario had. And our direct-damage spells are more focused on versatility and low mana cost rather than the potential to deliver 10 damage in one blow. Here's Little Mario's view on direct damage as a road to victory:

"I have read books that say 'burn' cards such as Lightning Bolt and Incinerate should be used on opponent's creatures. I have a different strategy. I try to use a burn card on my opponent every turn. Three damage here and there all adds up."—Little Mario

"So other than the cards, this deck is pretty good."

No offense, Little Mario, but you're nuts

Little Mario hasn't yet come to understand how efficient creatures are at dealing damage, and consequently he isn't seeing the value in clearing the way for attackers. Jon, explain this to Li'l Mario, would ya?

JON: Creature damage is actually more efficient than targeted spells because of its continuous nature. Until the opponent deals with the creature, it will inflict damage every turn, and this is where Rancor comes into play.

Rank Rancor high

Rancor effectively deals 2 damage every turn, as it increases a creature's power by two. When the creature dies, Rancor returns to your hand, enabling you to play it on a different creature.

Between the cheap creatures, cheap creature removal, and cheap Rancor, you will force your opponent to go on the defensive, and he or she will often be hard pressed to deal with the multitude of cheap, efficient, versatile threats.

CHRIS: Listen up, Little Mario—JF speaks the truth.

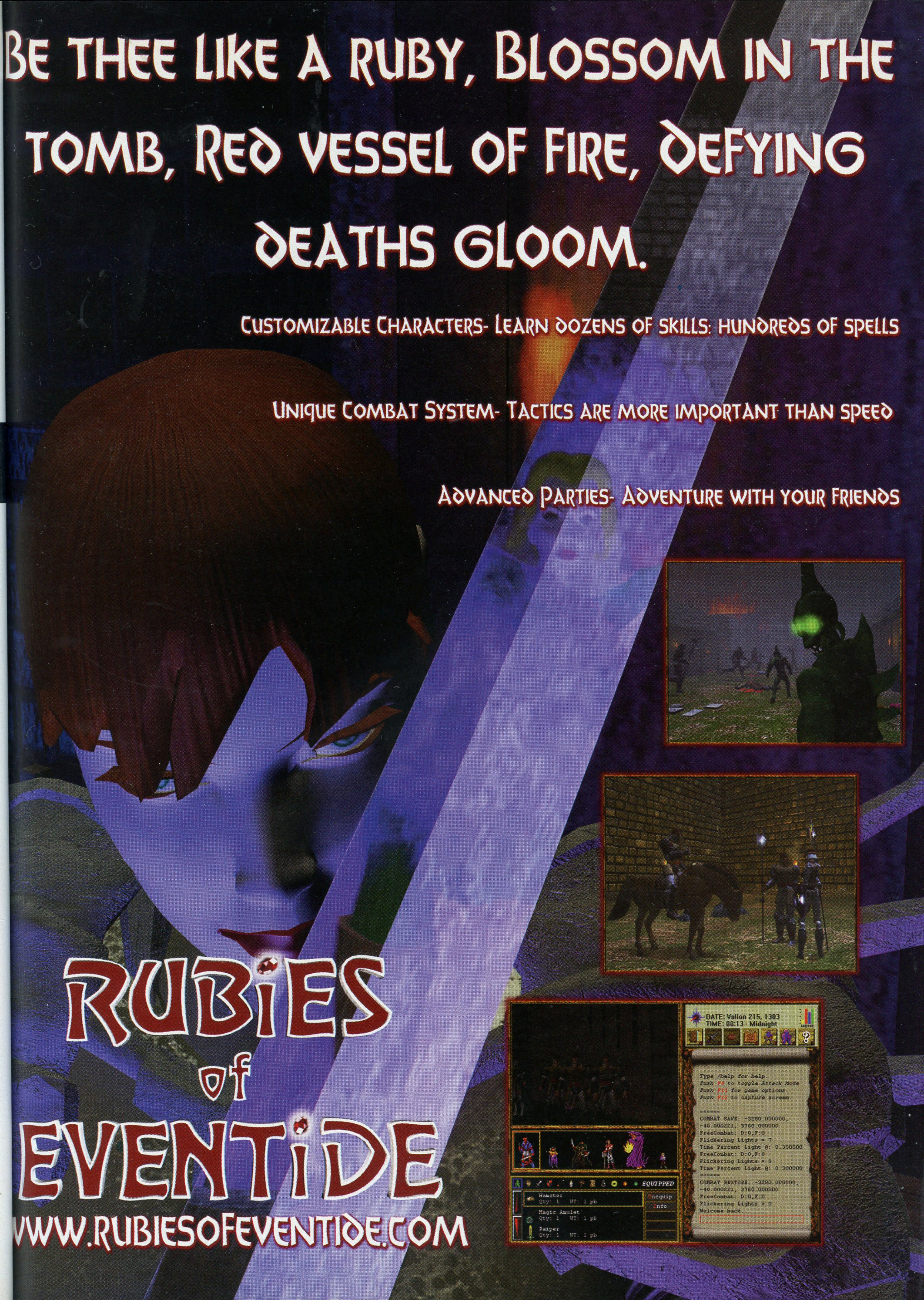
So those are the red/green beats, as the kids say these days. Until next month, I'll leave you with the same words with which Little Mario left us.

"A deck can always be improved, no matter what the winning percentage."—Little Mario

---

Red and green remind Chris Pikula of Christmas. The sad, bitter Christmas where you get nothing but socks, Mom burns the Turkey, and Dad suffocates in the chimney.

No matter how much he begs and pleads, never–and we mean never–take Finkel up on his offer to introduce you to "Little Jon."



BE THEE LIKE A RUBY, BLOSSOM IN THE TOMB, RED VESSEL OF FIRE, DEFYING DEATHS GLOOM.

CUSTOMIZABLE CHARACTERS- LEARN DOZENS OF SKILLS: HUNDREDS OF SPELLS

UNIQUE COMBAT SYSTEM- TACTICS ARE MORE IMPORTANT THAN SPEED

ADVANCED PARTIES- ADVENTURE WITH YOUR FRIENDS

```
Type /help for help.
Push F8 to toggle Attack Mode
Push F11 for game options.
Push F12 to capture screen.

======
COMBAT SAVE: -3280.000000,
-40.000221, 3760.000000
FreeCombat: D:0,F:0
Flickering Lights = 7
Time Percent Light @: 0.300000
FreeCombat: D:0,F:0
Flickering Lights = 0
Time Percent Light @: 0.300000
======
COMBAT RESTORE: -3280.000000,
-40.000221, 3760.000000
FreeCombat: D:0,F:0
Flickering Lights = 0
Welcome back..
```

DATE: Vallon 215, 1303
TIME: 00:13 - Midnight
EQUIPPED
Hamster
Qty: 1 WT: 1 pb
Magic Amulet
Qty: 1 WT: 1 pb
Raiper
Qty: 1 WT: 1 pb
Unequip
Info

RUBIES of EVENTIDE

WWW.RUBIESOFEVENTIDE.COM

Magic The Gathering

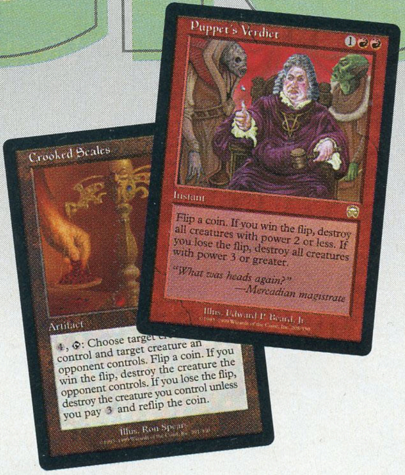
One Player's Opinion

PHOTOGRAPHS BY CRAIG CUDNOHUFSKY

Top Eight of Pro Tour—Rome

Hovi
Le Pine
Råde
Lauer
LaBarre
Dato
Gary
Konstanczer

ADVANCING MAGIC


Puppet's Verdict
Instant
Flip a coin. If you win the flip, destroy all creatures with power 2 or less. If you lose the flip, destroy all creatures with power 3 or greater.
"What was heads again?"
—Mercadian magistrate
Illus. Edward P. Beard, Jr.
Crooked Scales
Artifact
4, T: Choose target creature you control and target creature an opponent controls. Flip a coin. If you win the flip, destroy the creature the opponent controls. If you lose the flip, destroy the creature you control unless you pay 3 and reflip the coin.
Illus. Ron Spears

From its humble beginnings, the Magic game went from hobby to obsession to mental Olympics.

With the creation of the Pro Tour, **Magic** became something more than just another passing fad. Scores of the faithful continue to play religiously, in hope of getting on the Tour. Many others play purely for the social aspect. But more can be done to advance the game, make it even more popular, and bring it further into mainstream culture. With ambition and a step-by-step plan, the **Magic** game can be made into a classic, as well known as chess and poker.

Coin flip cards gotta go!

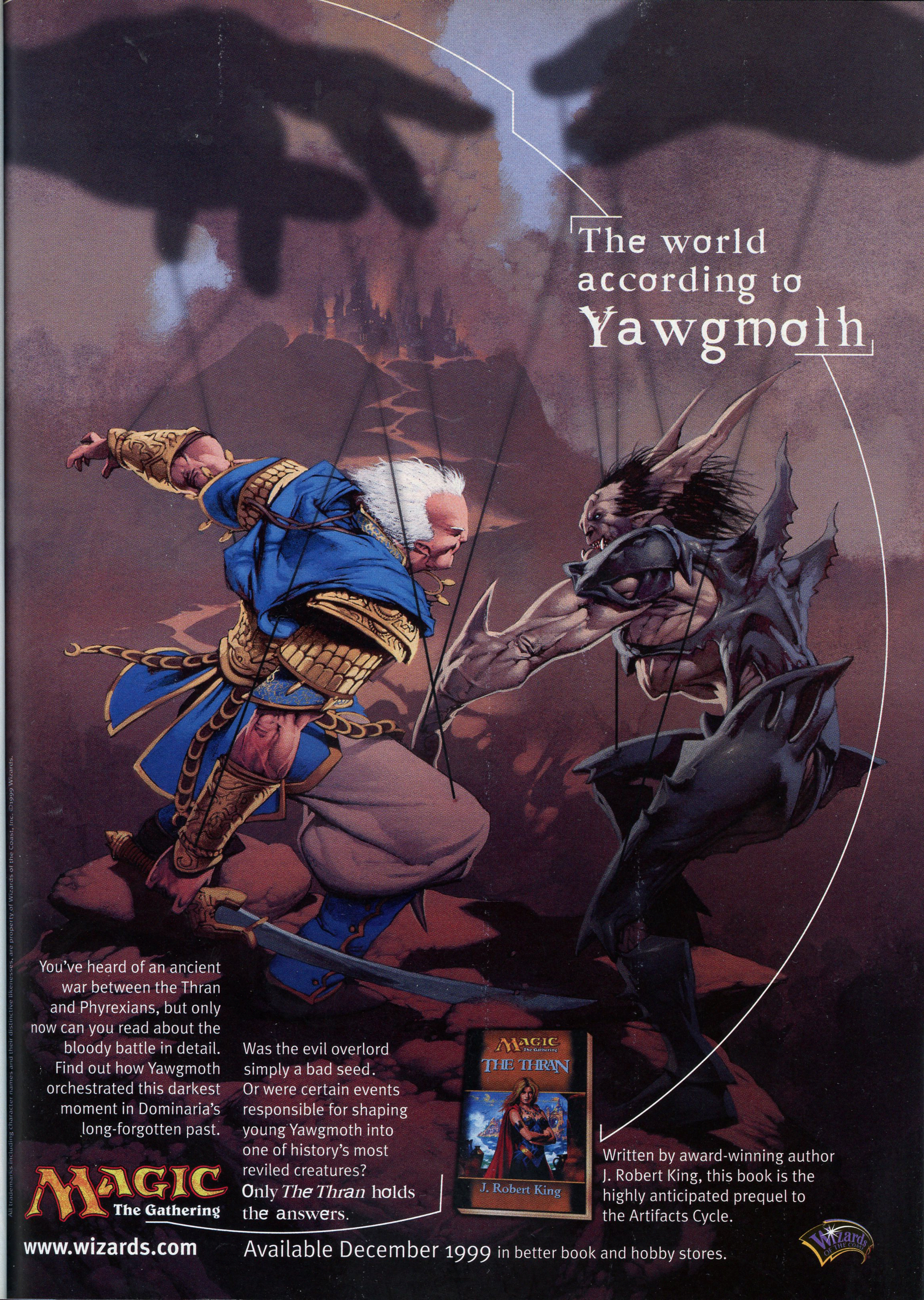
Viashino Sandswimmer: Pete Venters

WIZARDS NEEDS TO INCREASE THE CASH PRIZES AWARDED AT PRO TOUR EVENTS. Although the prizes are high already, they're just not high enough. The total needs to be high enough to catch the attention of the media and of people who don't play the game. In our culture, money garners acceptance and respect. Tell someone at a party you made $200,000 playing **Magic** last year, and every ear in the room would perk up. The social stigma that some people place on playing a game like **Magic** would disappear.

Once public awareness is heightened, a few changes would have to be made. In order for the Pro Tour to be respected, the players who advance need to be recognized for their skill as much as possible. The effect of luck on the game would have to be decreased. **PEOPLE CAN'T BE CONVINCED TO TRY FOR THE PRO TOUR WHEN A DIE ROLL MIGHT BE A DECIDING FACTOR IN THEIR FINAL PLACEMENT.** John Q. Public doesn't want to try the game only to be defeated on the third turn. Removing all coin-flip cards and any card that ends the game too soon would increase the effect of skill on the game. When the poker World Championships has more repeat winners than **Magic**, you might think something is wrong. A true game of skill would have more repeat champions. At the moment, there's just one repeat Pro Tour winner.

Once skill is more dominant in the Tour, the players who have it will be, too. Then we'll start to see a few players consistently on top, just as we do in other pro competitions like tennis or golf. The public thrives on stories.

continued on page 46



You've heard of an ancient war between the Thran and Phyrexians, but only now can you read about the bloody battle in detail. Find out how Yawgmoth orchestrated this darkest moment in Dominaria's long-forgotten past.

Was the evil overlord simply a bad seed. Or were certain events responsible for shaping young Yawgmoth into one of history's most reviled creatures? Only *The Thran* holds the answers.

Written by award-winning author J. Robert King, this book is the highly anticipated prequel to the Artifacts Cycle.

Magic The Gathering

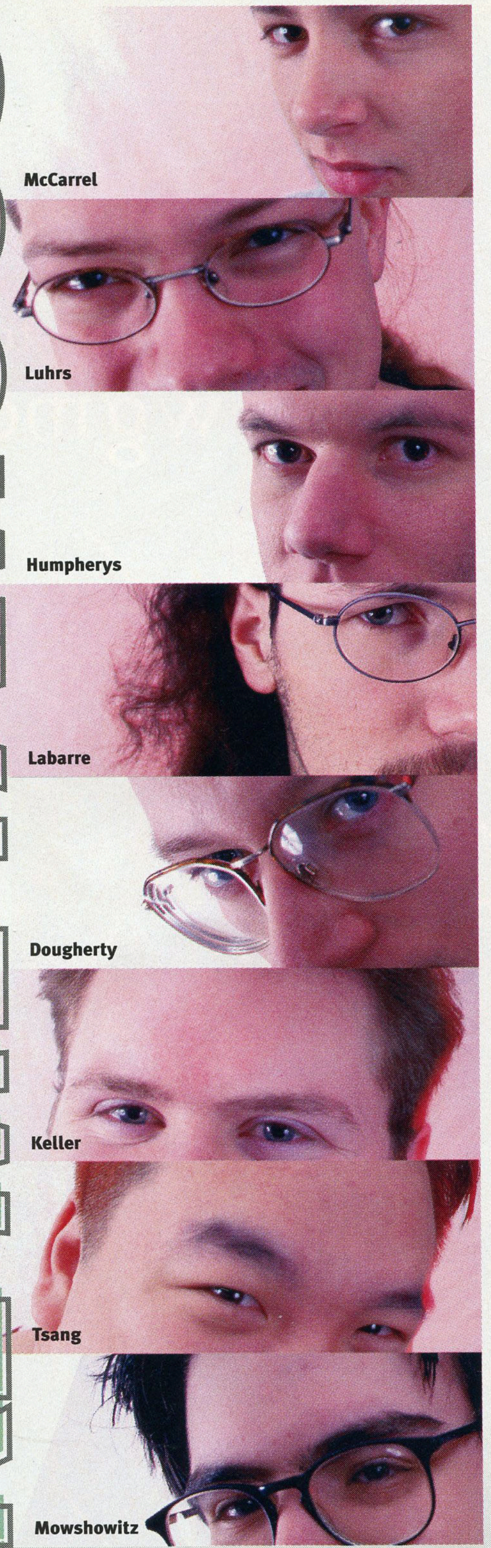
www.wizards.com

Available December 1999 in better book and hobby stores.

Wizards of the Coast

All trademarks including character names and their distinctive likenesses, are property of Wizards of the Coast, Inc. ©1999 Wizards.

MAKE ME FAMOUS!



Top Eight of Pro Tour—New York

After his success lobbying for better green cards, Jamie's now asking for more money on the Tour. Go figure.

continued from page 44

The success of soap operas and the WWF proves the world's love of drama. Vince McMahon has made fake wrestling into a multi-million-dollar business by turning it into a soap opera. The public loves personalities. People love cheering for the hero and booing the villain. **THE PRO TOUR'S DOMINANT PLAYERS ARE MAGIC STARS, AND THEY SHOULD BE TREATED THAT WAY TO THE PUBLIC.** Tiger Woods isn't popular because he won one title. He's fascinating because he's won so many, because he's so dominant. The presence of one dominant player could also increase **Magic** 's acceptance. People will begin to wonder—what makes this player so dominant? Will college in the fall affect this player's performance? Will this player's arch-rival win if they meet in the finals again in Pro Tour–Chicago?

The next step would be to televise. **NOTHING INCREASES THE PUBLIC'S ACCEPTANCE OF SOMETHING FASTER THAN SEEING IT ON TELEVISION.** The World Championships are televised; there must be a way to get other Pro Tours televised, too. And at a decent hour. Perhaps ESPN2 could run **Magic** and **Pokémon** tournament coverage at 11:00 on Saturday morning right after all the good cartoons end and before football begins. Re-form the crew that put together the footage of the first Pro Tour. The Pro Tour–New York video is light-years ahead of anything that has been done since.

When people can watch their favorite **Magic** players compete on television, they'll want their own version of the game. What Wizards has now won't work; what's needed is something permanent, a home version of the game that's legal in some tournaments, but its cards never change. This doesn't mean Wizards stops releasing sets for expert-level players. It does mean **CREATING A SET OF THE BEST 300 CARDS EVER MADE**. The best cards being the most balanced, most fun, least frustrating cards ever printed. Put it in a classic box that's the size and shape of the Monopoly box, with beads and a nice starter manual. Let people know that this set will never change. That this is a permanent set, like Go, chess, or Scrabble. This way, when you go to a family's house and they ask if you want to play a **Magic** game, you'll most likely know what cards are in the set. And, once the public understands the basics of the game, then the televised commentary, player profiles, and duels become much more exciting.

MAGIC HAS ALL THE QUALITIES NECESSARY TO TAKE THAT NEXT STEP. **Magic** is a deep enough game that it can become a classic. It can become a game that everyone knows. That everyone plays. With a depth of play so far beyond Crazy Eights and Spades, it's just a matter of finding out how to introduce it to the public in the right way. In a month, when I go to visit my in-laws, and they ask if I want to play cards, it would be a welcome change if they meant **Magic**. In 10 years I'd like to be sitting down to watch the game with a table full of snacks, and have that game be the **Magic** Nationals, not football. And in 50 years, when the lot of us are sitting in a nursing home playing cards, it would be so much better to be winding down our days playing the **Magic** game rather than cribbage. Instead of having craft fairs and bingo nights on Saturdays, I'd much rather be beating down Mr. Johnson, the nursing home champ, at Saturday's Senior Tour.

Check It Out!
THE ANCIENT ASSYRIANS
BATTLETECH
THE FUTURE OF WARFARE
The Settlers of Catan Card Game
AGE OF EMPIRES II
THE AGE OF KINGS
THE ADVENTURES OF SUPERMAN
DRAGON BALL Z
CAPTAIN GINYU
TSUNAMI
SHE'LL TAKE YOUR BREATH AWAY
FRAGCITY.COM
STAR WARS
DARK EMPIRE
BATMAN
DETECTIVE COMICS
CRISIS OF FAITH
THE LOVERS

GAMES AND ELECTRONIC GAMES
FROM THE LATEST GAMES AND CARDS
TO CLASSIC RPG MODULES

COMICS
FROM COLLECTIBLES
TO THE LATEST ISSUE

STATUES AND COLLECTIBLE MEMORABILIA
PRESENTING THE BEST
IN FANTASY, SCI-FI, AND COMICS

ORIGINAL ART AND PRINTS
FIND THE BEST COMIC AND FINE ART
FROM TODAY'S TOP ARTISTS

Tell the World!

Send your personal review
of any game or comic to:
reviews@fragcity.com

Game and Comic Companies
Send your press releases to:
press@fragcity.com

HOW AGGRESSIVE IS *MERCADIAN MASQUES?*

Limited formats like Draft and Sealed Deck are all about creatures and creature removal. So it's not surprising that when the King of Beatdown and one of the architects of CMU Blue Control debate the aggressiveness of Mercadian Masques *in Limited, it all comes down to*

"Does *Masques* have BETTER CREATURES or BETTER CREATURE CONTROL cards?"

Waterfront Bou
2
Creature — Spellsha
, Discard a ca
Return target crea
hand.
ng Gahr becomes
2/+2 until end of

It's still about the beatdown

David: While at Pro Tour–London, I drafted *Mercadian Masques* with a number of other professional **Magic** players. Even though the set hadn't been around that long, I found many players making sweeping statements about what was good and what wasn't in the new format.

I had players tell me not to draft green. I overheard people saying that blue/white control was the best color combination and that beatdown decks weren't viable. Ever since, I've been trying my hardest to draft aggressive decks, and I've had a fair amount of success. For a number of reasons, I think the *Mercadian Masques* set lends itself to aggressive strategies far more than people think.

Good luck with beatdown—you'll need it

Randy: Sure, you can do okay with beatdown in this environment, but *Masques* is much more conducive to control strategies. There are a bazillion creature-removal spells, and because the creatures aren't big or aggressive, you have plenty of time to set up all the tricks that are available.

I overheard people saying that BLUE/WHITE CONTROL was the best color combination...

...that beatdown decks weren't viable.

The way to win in this environment is through card advantage, not weenie swarms. Sometimes you might win because you're the only one at the entire table drafting green, but even then you have to hope the packs have decent green cards.

Evasion is more aggressive than it sounds

David: The *Mercadian Masques* expansion contains a lot of efficient creatures that

Snuff Out ③☠
Instant
If you control a swamp, you may pay 4 life instead of paying Snuff Out's mana cost. Destroy target nonblack creature. It can't be regenerated.

Vendetta ☠
Instant
Destroy target nonblack creature. It can't be regenerated. You lose life equal to that creature's toughness.

Stinging Barrier ②💧💧
Creature—Wall 0/4
💧,⟳: Stinging Barrier deals 1 damage to target creature or player.

Waterfront Bouncer ①💧
Creature—Spellshaper 1/1
💧, ⟳, Discard a card from your hand: Return target creature to its owner's hand.

TOP COMMONS FOR CONTROL DECKS

Whenever you analyze a new set to figure out which colors to play in Limited, focus almost exclusively on the commons. Yes, there are always some really powerful uncommons. Yes, you should know how to play the broken ones in case you have them. But uncommons don't come up often enough to figure into your general strategy—and rares are, well, rare.

Overall, white certainly seems like the best color to draft, and I'd rank Black second, followed by blue and red in almost a dead heat. Green is, in my opinion, the weakest color. Here are the top commons for control.

Black

Best are four common removal spells: Snuff Out, Vendetta, Sever Soul, and Maggot Therapy (in that order). I always pick up as many Mercenaries as I can when drafting black because I need some way to win. The best Mercenary-fetchers are uncommon or rare, but Cateran Brute is decent and makes it worthwhile to pick up a few Misshapen Fiends. The best common creature, though, is Undertaker.

Blue

Stinging Barrier and Waterfront Bouncer are blue's stars. Both make it hard for your opponent to bust through can deal damage even in a creature stalemate. There are creatures with landwalk, creatures with flying, and even creatures that deal damage to the opponent directly over a period of time. Green offers Rushwood Dryad, a 2/1 creature with forestwalk for ①🌲, as well as creatures like Snorting Gahr that are difficult to block and kill.

White contains two common flying creatures, Nightwind Glider and Thermal Glider; 2/1 creatures for three mana that have protection from black and red, respectively. Not to be outdone, both black and red have common landwalkers and reasonably efficient flying creatures for two mana. Blue has a horde of flying creatures like Rishadan Airship, a 3/1 creature for ②💧.

These creatures have a place in both control decks and aggressive decks. In control decks, creatures with evasion can finish off the opponent once a creature stalemate occurs. However, this isn't the true nature of evasion creatures. Creatures that are difficult for an opponent to block are inherently aggressive.

Imagine two decks, one with evasion creatures and another with spells that deal with these creatures, like removal and countermagic. Which deck wins?

If the reactive deck draws more removal spells than the aggressive deck draws evasion creatures, then it will be able to hold off the aggressor for a while. The reactive deck might have an early advantage if it draws a lot of removal in the beginning of the game, but it can still lose if the aggressive deck manages to draw more threats in the middle to late game. However, when the aggressive deck gets a better starting draw, there is no middle to late game, because aggression has already won.

But, Dave, aggressive creatures suck nowadays

Randy: I will certainly grant Dave's general point. Aggressive strategies have a natural advantage over reactive strategies because they can punish opponents for any flaws in their opening draw. Control decks, conversely, can't overwhelm opponents when they get a good draw.

There are a bazillion creature-removal spells.

***The way to win in this environment is through* CARD ADVANTAGE, *not* WEENIE SWARMS.**

But the situation is more complicated. When reactive decks have access to more efficient spells than aggressive decks, that overshadows this weakness. Aggressive weenie swarms had their day in the sun when Jackal Pup, Mogg Fanatic, Wasteland, and Cursed Scroll were around, but that day is over. The weenies in *Mercadian Masques* simply aren't as efficient as Dauthi Horror and Dauthi Slayer, but the control spells are as good or better than they've ever been (in Limited, anyway).

Put your opponent on the clock

David. A Limited environment with good, common evasion creatures gives an advantage to aggressive decks. Consider a red/green beatdown deck with Rushwood Dryad and Kyren Sniper, a 1/1 creature for ②🔥 that can deal a point of damage to the opponent each upkeep.

Such a deck puts your opponent in an awkward position. Once you play an evasion creature, your opponent has two options. He or she must find an answer to that creature or must play aggressively as well. The opposing deck must now try to kill the red/green deck before the Rushwood Dryad or Kyren Sniper does 20 damage. This isn't what the control deck was designed to do, so the aggressive deck has a significant advantage.

Where's the beef?

Randy. Evasion creatures were at their best in the Rath Cycle when common creatures with shadow were everywhere. *Masques* has fewer creatures with evasion and they

☛ continued on next page

Thunderclap ②🔥
Instant
You may sacrifice a mountain instead of paying Thunderclap's mana cost.
Thunderclap deals 3 damage to target creature.

Ramosian Lieutenant ①☀
Creature—Rebel 1/2
④, ⟳: Search your library for a Rebel card with converted mana cost 3 or less and put that card into play. Then shuffle your library.

Ramosian Sergeant ☀
Creature—Rebel 1/1
③, ⟳: Search your library for a Rebel card with converted mana cost 2 or less and put that card into play. Then shuffle your library.

Cho-Manno's Blessing ☀☀
Enchant Creature
You may play Cho-Manno's Blessing any time you could play an instant.
As Cho-Manno's Blessing comes into play, choose a color.
Enchanted creature has protection from the chosen color. This effect doesn't remove Cho-Manno's Blessing.

with creatures, and both have offensive uses for when you get around to winning the game. Blue has one good aggressive flier (Rishadan Airship) and one good control-oriented flier (Drake Hatchling).

Green

Good green cards are either big creatures or tricks to make your creatures bigger. None of them really fit into control decks. *Masques* is a control environment, but the best thing to draft in any environment is whatever no one else wants. So if you get all the green at a table, you can get enough fat to run your opponent out of removal. Of course, if anyone near you tries the same strategy, you both will lose miserably.

Red

My favorites are Thunderclap, Flaming Sword, Lunge, Shock Troops, and Kris Mage (in that order). By now you've probably noticed a pattern. Creature removal spells are good and Spellshapers are good. I also like enchantments you can play like instants.

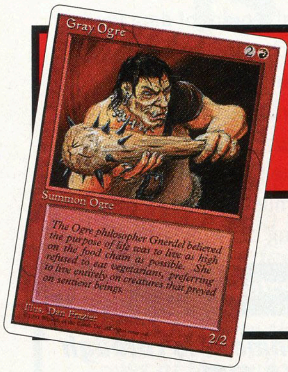
White

I think white is easily the best color in *Masques*. Rebels are really powerful; the Nightwind and Thermal Gliders are both common and good on their own. Because of those two common 2/1 fliers, the Ramosian Lieutenant (who can recruit them) might be the best common in the set. Ramosian Sergeant can get the Lieutenant, so it's usually good to draft, too. Given enough time, any Rebel-fetcher can usually recruit the rest of your Rebels.

Cho-Manno's Blessing is simply amazing—counter creature-removal, remove a nasty enchantment, save a creature from death in combat, or counter your opponent's combat tricks. And then it sticks around! White also has a really good 2/2 Spellshaper (Devout Witness) and a touch of removal (think Muzzle).

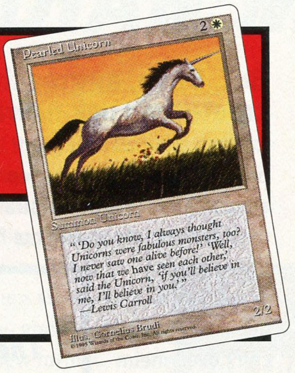
—R.B.

cost a lot more. Kyren Sniper costs 2🔴, but it only does 1 damage every other turn. That just isn't a fast enough clock. You'd better have something else going on, or I'll probably win or deal with the Sniper long before it does 20 damage.


Gray Ogre
2🔴
Summon Ogre
The Ogre philosopher Gnerdel believed the purpose of life was to live as high on the food chain as possible. She refused to eat vegetarians, preferring to live entirely on creatures that preyed on sentient beings.
Illus. Dan Frazier
2/2

I can picture GRAY OGRES and PEARLED UNICORNS running into each other on the battlefield.

Not quite as exciting as Jackal Pups, Skulking Ghosts, and Winding Wurms!


Pearled Unicorn
2✱
Summon Unicorn
"'Do you know, I always thought Unicorns were fabulous monsters, too? I never saw one alive before!' 'Well, now that we have seen each other,' said the Unicorn, 'if you'll believe in me, I'll believe in you.'"
—Lewis Carroll
Illus. Cornelius Brudi
2/2

Evasion creatures are a nice way to fill out a beatdown deck, but that recipe only works if you come out fast, hit hard, and get in a lot of early damage. The cheap creatures in *Masques* just aren't that exciting. Two mana gets you a 1/1 flier or, if you're lucky, Fresh Volunteers.

Aggressive decks can also try to summon enormous creatures as early as possible. The idea is that your beef will bust through often enough to get your opponent down to a low life total. But *Mercadian Masques* makes me wonder: "Where's the beef?" There just aren't enough 3/3 or 4/4 creatures. Giant Caterpillar is one of the stars.

Size isn't everything, Randy

David. Yeah, the creatures in *Mercadian Masques* are a smaller than in previous sets. There are no good one-mana, 2-power creatures. There are few creatures that are 4/4 and larger. This may appear to make the environment less aggressive. I can picture Gray Ogres and Pearl Unicorns running into each other on the battlefield. Not quite as exciting as Jackal Pups, Skulking Ghosts, and Winding Wurms!

But many *Masques* creatures are undercosted for the environment and difficult to stop. For instance, each color has an uncommon creature that serves up terrific beatdowns. Red has Hired Giant, a 4/4 creature for 3🔴 that allows the opponent to put a land into play. Very few creatures are big enough to block this monster or its cousins: Enslaved Horror, Hunted Wumpus, Charmed Griffin, and Indentured Djinn. They all have disadvantages, but they're huge threats you must deal with or lose the game.

Thank you, sir. May I have another?

Randy: I must admit, I love Indentured Djinn. My opponents keep playing that card, and I have yet to lose a game where that card was used against me. Sure, Air Elemental is pretty exciting at just three mana, but the drawback is obscene. Basically, you just played Ancestral Recall and targeted your opponent!

There are so many ways to deal with the Djinn that one of my three cards probably will tackle it. White has three varieties of Pacifism. Black has four flavors of Dark Banishing. And even blue can put Dehydration or Waterfront Bouncer on the table. Care to summon that guy again?

Hunted Wumpus scares me sometimes, because I don't usually have a lot of creatures in my deck and 6/6 for 3🟢 with no drawback is damn good. But in general, I find even the most aggressive creatures aren't aggressive enough to swing the tide in favor of beatdown.

Masques reminds me of *Mirage*

David: Not only do *Masques* creatures favor aggression, but the set also includes a number of tricks that give attacking creatures an advantage. Tiger Claws, a

Snorting Gahr
Invigorate

Invigorate 2🟢
Instant
If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.
Target creature gets +4/+4 until end of turn.

Gerrard's Irregulars
Flaming Sword

Gerrard's Irregulars 4🔴
Creature—Soldier 4/2
Trample; haste

TOP COMMONS FOR BEATDOWN DECKS

SNORTING GAHR
This creature is a fattie, plain and simple. It's a 3/3 creature for 2🟢🟢, and it gets +2/+2 for each creature that blocks it. It's green's best beatdown creature, an efficient creature that's virtually impossible to block and kill.

INVIGORATE
Not surprisingly, this super Giant Growth tops the list of beatdown cards. For 2🟢 it can give a creature +4/+4 until the end of the turn, allowing you to finish off your opponent or kill a troublesome blocker. The ability to play this card without spending mana makes it a constant threat.

GERRARD'S IRREGULARS
Just when your opponent thinks things are under control, this 4/2 trampler with haste arrives with surprise. For 4🔴, Gerrard's Irregulars keeps the game fast-paced and deals those last few points of damage.

FLAMING SWORD
This instant enchantment gives +1/+0 and first strike to a creature for only 1🔴. It provides card advantage, allowing a creature to first-strike a blocker to death, and it sticks around to make your creature tougher for the rest of the game.

green enchantment, can be played as an instant and gives a creature +1/+1 and trample. I see this card and fondly recall the *Mirage/Visions/Weatherlight* format, possibly the most aggressive Limited format ever. Flaming Sword, an "instant enchantment" that gives +1/+0 and first strike to a creature, is very similar to Lightning Reflexes from *Mirage*.

By applying pressure, a player can force an opponent to trade creatures, blocking one 3/3 creature with another. In this scenario, the aggressor has the advantage because that player will have mana untapped to play these tricks, gaining time and card advantage.

Me too—the water-in-the-desert kind of mirage

Randy: Dave would be onto something here if the creature set were aggressive enough to force a reactive opponent to block while tapped out. During the *Mirage* block, it was. Everyone had access to three-mana flankers, four-mana 3/3 creatures, and five-mana 4/4 fatties. With aggressive mana curves like that, you fell behind if you ever missed a land drop or failed to play a creature. Quite often, you'd be forced to try to trade creatures while tapped out, and a single Remedy would ruin your whole game.

Yes, *Mercadian Masques* has tricks reminiscent of those days. But since the creature set isn't aggressive, it's hard to force anyone to block when tapped out. I can just take another hit from the Grey Ogre–wannabe, then wait until next turn to block it. Life totals don't drop nearly as quickly as they did in *Mirage* block, and you don't have to worry about dipping into range of a game-ending X-spell. Flaming Sword is great, but it's best used reactively—in an attempt to gain card advantage.

In the past, some environments were all about beatdown.

Masques is all about INSTANTS.

Another aspect of *Masques* that comes up a lot is the cards with alternative play costs. Anyone with a mountain in play can play Thunderclap even if tapped out. Green mages can still use Invigorate, and white mages can play Ramosian Rally—or the amazing Orim's Cure. Meanwhile, Snuff Out is a really good trick to have up your sleeve when your opponent tries to use some instant to enhance a creature. If I trade my Snuff Out for two of my opponent's cards, that's almost always worth 4 life.

In the past, some environments were all about the beatdown. *Mercadian Masques* just isn't one of them. *Masques* is all about instants. It's all about trying to set up a two-for-one trade—or even a two-for-zero. During the Prerelease, I managed to trade two of my cards for five of my opponent's cards during one attack phase.

Card advantage has always been one of the surest routes to victory in **Magic**. It's even better in *Masques* because you know that the game will almost always last long enough for you set up your tricks and gain card advantage, and you'll live long enough to take advantage of it. That's what control decks are all about.

Those of us who love an aggressive game fear what Randy's influence might bring to future sets now that he's in R&D, but we're sure Dave will give him an earful if the game goes too far towards control.

Rishadan Airship ②💧
Creature—Pirate 3/1
Flying
Rishadan Airship may block only creatures with flying.

Nightwind Glider ②☀
Creature—Rebel 2/1
Flying, protection from black

Thermal Glider ②☀
Creature—Rebel 2/1
Flying, protection from red

RISHADAN AIRSHIP

Perhaps the best beatdown creature in the entire set. It has flying, making it difficult to block, and it's incredibly efficient, a 3/1 for only ②💧. If your opponents don't deal with Rishadan Airship fast, it'll make fast work of them.

WATERFRONT BOUNCER

As a 1/1 Spellshaper that returns creatures to their owner's hand, the Bouncer is a control card for troublesome attackers and sneaky tricks. Because it's so inexpensive, costing ①💧 to play and 💧 to use, it can be a devastating way to remove annoying blockers early.

NIGHTWIND / THERMAL GLIDER

They may be two cards, but these Rebels are the core of white's beatdown. They are 2/1 fliers for ②☀ that, together, are immune to almost half the removal spells in the format. Hard to block, hard to kill.

RAMOSIAN RALLY

The mother of all tricks, for ③☀ this spell gives all of your creatures +1/+1 until end of the turn. This can be used to gain massive card advantage or to finish off your opponent unexpectedly. Play it without mana, and keep your opponent guessing.

HIGHWAY ROBBER

Not as efficient as other colors' creatures, this Mercenary is only a 2/2 for ②💀💀. Its comes-into-play effect, which costs your opponent 2 life and gains you 2 life, makes it exceptional. In a race with your opponent, it can tip the scales in your favor.

MAGGOT THERAPY

Typically viewed simply as a removal spell, Maggot Therapy is far more versatile. An "instant enchantment" that gives +2/-2 to a creature for ②💀, it can remove annoying blockers, allow your Cateran Enforcer to kill your opponent quicker, or deal that last 2 damage.

—DP

A MODERATE Magic puzzle

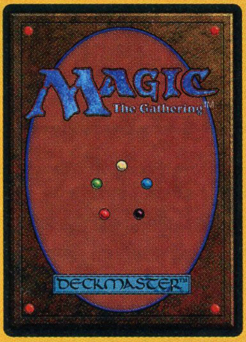
SANCTUARY!

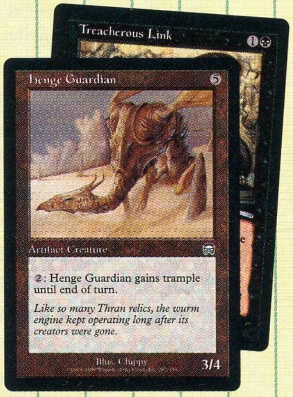
YOUR OPPONENT IS RANDY. You and he are playing a Standard game using many of the new *Mercadian Masques* cards. Things are looking bad for you as you are at 1 life while Randy is at 30. In addition, you have a Crumbling Sanctuary in play which turns all damage into card milling. But there you are also in trouble as you have six cards remaining in your library while Randy has twenty three. It is the start of your main phase.

DEFEAT RANDY BEFORE THE START OF HIS NEXT MAIN PHASE WITHOUT LOSING.

The answer is on page 127.

23
CARDS IN LIBRARY


MAGIC
The Gathering
DECKMASTER

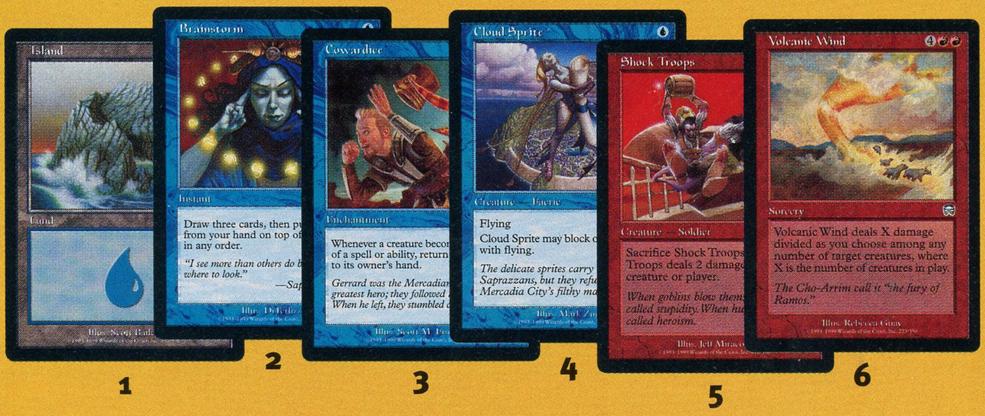

Treacherous Link
Henge Guardian
5
Artifact Creature
2: Henge Guardian gains trample until end of turn.
Like so many Thran relics, the wurm engine kept operating long after its creators were gone.
Illus. Chippy
3/4

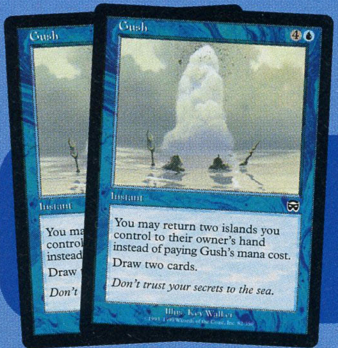
Henge Guardian • 3/4
(enchanted by Treacherous Link)

RANDY green/white • 30 life remaining

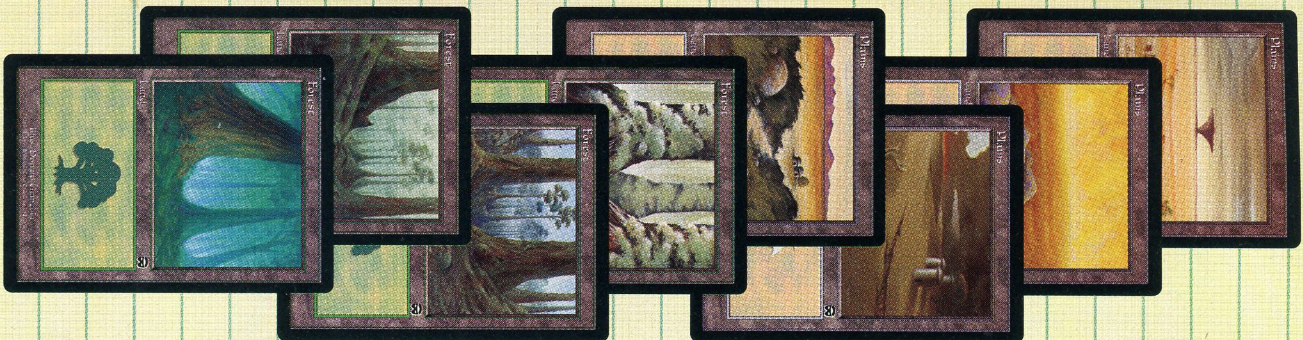
YOU blue/red/black • 1 life remaining

6
CARDS IN LIBRARY


Island
Land
Brainstorm
Instant
Draw three cards, then pu from your hand on top of in any order.
"I see more than others do b where to look."
Cowardice
Enchantment
Whenever a creature becom of a spell or ability, return to its owner's hand.
Gerrard was the Mercadian greatest hero; they followed When he left, they stumbled
Cloud Sprite
Creature — Faerie
Flying
Cloud Sprite may block o with flying.
The delicate sprites carry Saprazzans, but they refu Mercadia City's filthy ma
Shock Troops
Creature — Soldier
Sacrifice Shock Troops Troops deals 2 damage creature or player.
When goblins blow thems called stupidity. When he called heroism.
Volcanic Wind
Sorcery
Volcanic Wind deals X damage divided as you choose among any number of target creatures, where X is the number of creatures in play.
The Cho-Arrim call it "the fury of Ramos."
Illus. Rebecca Guay
1
2
3
4
5
6


Gush
Gush
4
Instant
You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.
Don't trust your secrets to the sea.
Illus. Kev Walker

2 cards in hand:
gush (2)


Forest
Plains

Forest (4)

Plains (4)

Cave Tiger
Summon Cat
Whenever a creature blocks it, Cave Tiger gets +1/+1 until end of turn.
The druids found a haven in the cool limestone tunnels beneath Argoth. The invaders found only tigers.
Illus. Hannibal King
2/2

Cave TIger • 2/2

Wishmonger
Creature — Monger
2: Target creature gains protection from the color of its controller's choice until end of turn. Any player may play this ability.
"It's not what you ask for, but how you ask for it."
3/3

Wishmonger • 3/3

Wall of Junk
Artifact Creature
Whenever Wall of Junk blocks, return it to owner's hand at end of combat.
Urza saw the wall and realized that even if he tore every Phyrexian to pieces, they would still resist him.
0/7

Wall of Junk 0/7

Task Force
Creature — Rebel
Whenever Task Force becomes the target of a spell or ability, it gets +0/+3 until end of turn.
They are the reflection of Rushwood's glow on the edge of a wooden sword.
1/3

Task Force • 1/3

Vine Trellis
Creature — Wall
(Walls can't attack.)
: Add one green mana to your mana pool.
"We protect our own with our own."
0/4

Vine Trellis • 0/4

Furious Assault
Enchantment
Whenever you play a creature spell, Furious Assault deals 1 damage to target player.
"Does it burn, Saprazzan? Do you wish you had never raised arms against us?"
—Kyren overseer
Illus. Greg Staples

Furious Assault

Kyren Negotiations
Enchantment
Tap an untapped creature you control: Kyren Negotiations deals 1 damage to target player.
Kyren goblins always speak in questions and never allow wrong answers.
Illus. Scott Hampton

Kyren Negotiations

Crumbling Sanctuary
Artifact
For each 1 damage that would be dealt to a player, that player removes the top card of his or her library from the game instead.
Illus. Randy Gallegos

Crumbling Sanctuary

Saprazzan Breaker
Creature — Beast
: Put the top card of your library into your graveyard. If that card is a land card, Saprazzan Breaker is unblockable this turn.
3/3

Saprazzan Breaker • 3/3

Stinging Barrier
Creature — Wall
(Walls can't attack.)
, : Stinging Barrier deals 1 damage to target creature or player.
0/4

Stinging Barrier • 0/4

Mountain
Island
Thran Quarry
Land
At the end of each turn, if you control no creatures, sacrifice Thran Quarry.
: Add one mana of any color to your mana pool.
Illus. Michael Sutfin

Mountain (4)

Island (4)

Thran Quarry (2)

Mercadian Bazaar
Land
Mercadian Bazaar comes into play tapped.
: Put a storage counter on Mercadian Bazaar.
, Remove any number of storage counters from Mercadian Bazaar: Add one red mana to your mana pool for each storage counter removed this way.

Mercadian Bazaar
(13 Counters)

*An moderately **DIFFICULT** Magic puzzle*

ALPHA BITS!

DETERMINE THE NAME OF EACH CARD FROM THE DESCRIPTIONS.

Note that each of the **26** cards starts with a different letter of the alphabet.

The answer is on page 127.

1 "There're few things more demeaning than getting your butt kicked" by this creature.

2 This card was the *Mercadian Masques* pre-release card.

3 When this red card was published, **Magic** finally had a card starting with each letter of the alphabet.

4 This *Tempest* creature's name is a nod to the set's codename.

5 This sorcery was in *Portal* and *Urza's Legacy*.

6 This card was the third in R&D's "mega mega cycle".

7 This instant was in *Legends* and *Urza's Saga*.

8 The flavor text of this card is "I'd like to buy a bowel."

9 This card was called the worst card in *Stronghold* by *InQuest Magazine*. A year later, it was banned.

10 This card was on the cover of the *Mercadian Masques* Player's Guide.

11 This *Mirage* creature has stripes and a horn in its picture.

12 The **Magic** commercial shows this creature being created by combining a pro wrestler, a chainsaw, and a bunny.

13 This legend is identical to his *Vanguard* card except his special ability isn't free.

14 This card is nearly identical to a *Dark* card, but it is strictly weaker.

15 Jhoira's Toolbox appears in the art of this blue spell.

16 A beeble appears in the art of this *Exodus* sorcery.

17 This creature has five activated abilities.

18 A character in a piece of *Ice Age* flavor text returns in the flavor text of this *Stronghold* card.

19 The art of this card shows Volrath torturing Greven *il*-Vec.

20 This *Mercadian Masques* card was called Protective Bubble when it was turned in during *Tempest* design.

21 This *Urza's Destiny* card was inspired by the game Go-Fish.

22 This *Alliances* enchantment was almost called Marriage of Convenience.

23 This card uses arrow counters.

24 This card is the second card of a continuous piece of flavor text in *Stronghold*.

25 This *Antiquities* creature had an ability which lasts "until your next upkeep".

26 This repeat in *Tempest* was considered "the tech" at the third Pro Tour in Los Angeles.

A ______________________

B ______________________

C ______________________

D ______________________

E ______________________

F ______________________

G ______________________

H ______________________

I ______________________

J ______________________

K ______________________

L ______________________

M ______________________

N ______________________

O ______________________

P ______________________

Q ______________________

R ______________________

S ______________________

T ______________________

U ______________________

V ______________________

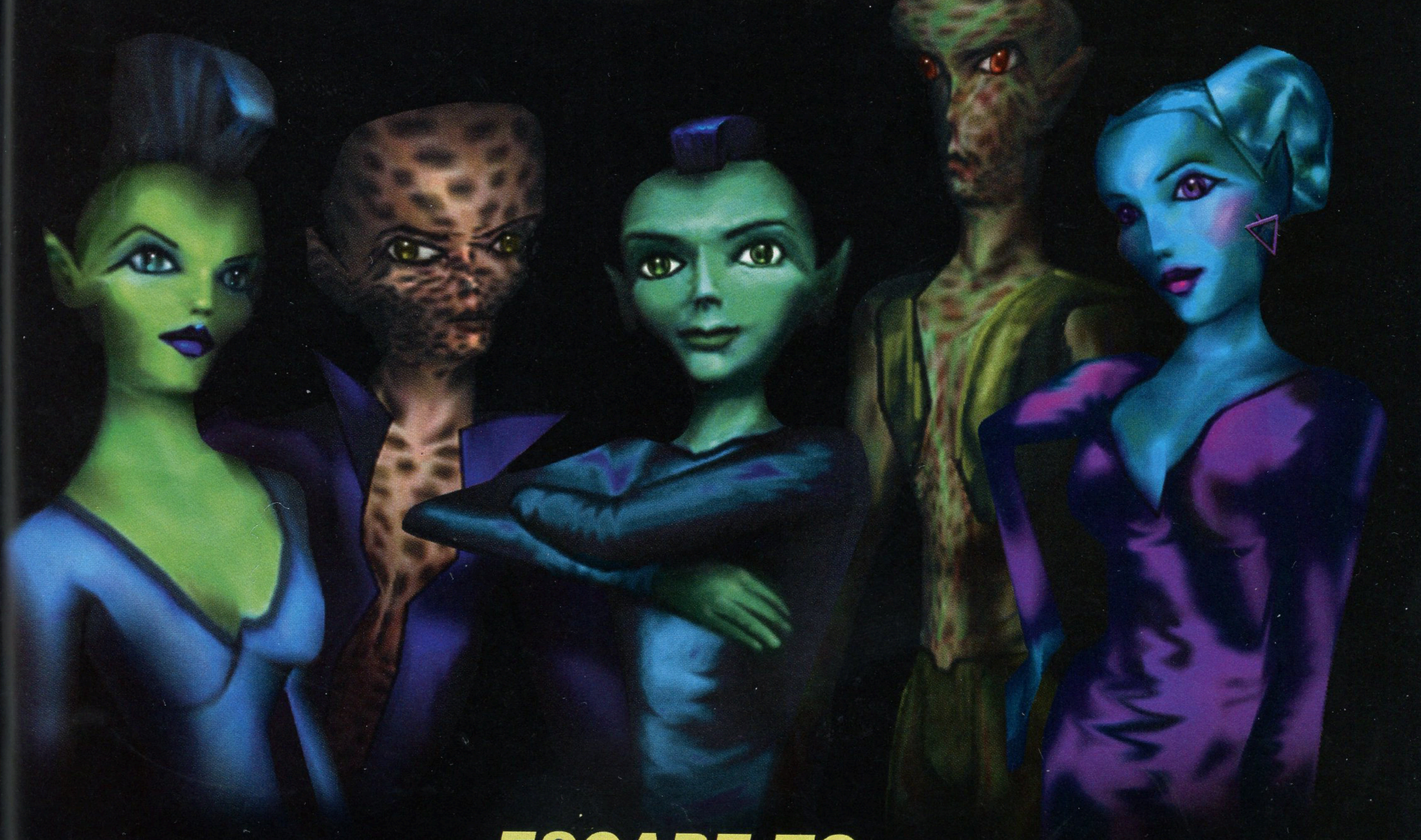
W ______________________

X ______________________

Y ______________________

Z ______________________

FEELING ALIENATED ON EARTH?



ESCAPE TO CYBERTOWN

The Sci-fi Community of the Future

It's not hard to feel out of place on this strange planet of ours called Earth.

If you'd like to find a place where you can feel more at home, you owe it to yourself to check out Cybertown.

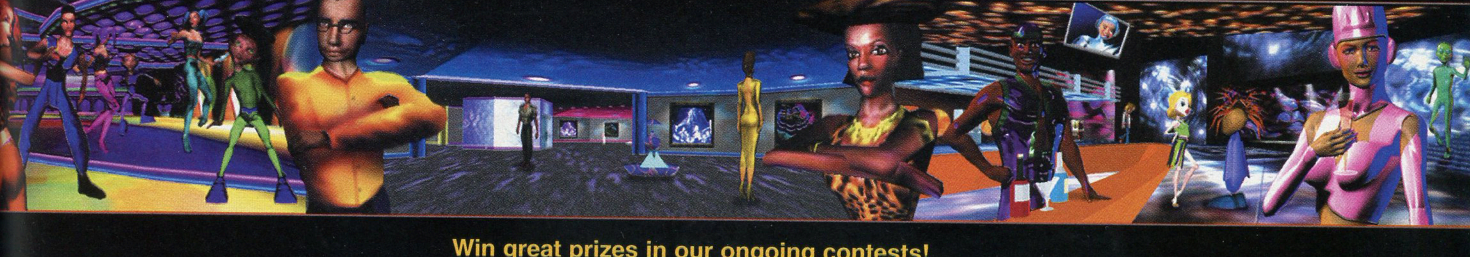
In Cybertown you create your own life, choose your name and how you want to look. You pick your own customizable 3D virtual reality home with chat and furniture. You can get a job, go dancing, play games and even choose a virtual pet!

You don't just get a glimpse of the future in Cybertown, you also become part of the adventure and all for free!

JOIN NOW! Get your own life at
http://www.cybertown.com

Produced by blaxxun interactive

- FREE 3DVR HOMES - VIRTUAL JOBS / MONEY - GREAT FRIENDS - PERSONAL CHAT ROOM - CLUBS - FREE AVATARS - VOICE CHAT - GAMES -



Win great prizes in our ongoing contests!

iGUANA'S

Back and Better Than Ever!

319-338-0086

Come See Our All New Website!!!

go2iguanas.com

Easy on-line ordering

Lowest Prices on Pokémon and Magic

WORLD LEADER in
POKéMON
MAGIC The Gathering
Beanie Babies™

We buy POKéMON

- 1st edition Pokémon in stock
- Every Pokémon single card in stock
- All Japanese editions in stock
- Team Rocket coming soon in english

in stock JUNGLE™

in stock FOSSIL

Store Hours
Mon. 10 to 7 cst
Tue. thru Sat. 10-10 cst
Sun. 12-5 cst

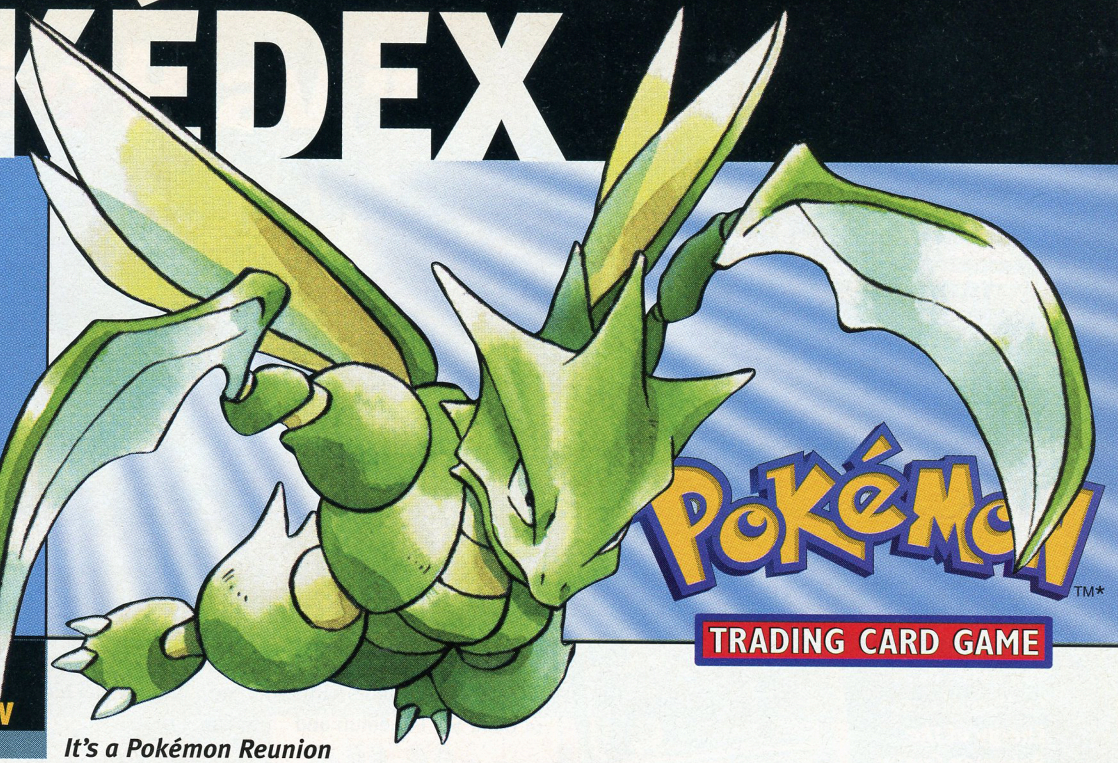
When traveling through Iowa visit our 4,000 sq.ft. MEGASTORE Just minutes off of I-80

iGUANA'S COMIC BOOK CAFE
123 East Washington Street Y Iowa City, IA 52240
PHONE 319-338-0086
FAX 319-338-1663
go2iguanas.com
Email: cards@iguanas-cbc.com

MasterCard VISA DISCOVER AMERICAN EXPRESS Card

POKÉDEX

I THIS ISSUE!
- *Base Set 2 Preview*
- *Episode Guide*
- *PokéPuzzles*
- *Pokémon Spoiler*



E SET 2 PREVIEW

Y MICHAEL G. RYAN

It's a Pokémon Reunion

Pokémon, Unite!

The Pokémon TCG Base Set is about to evolve into Base Set 2. Just like an Evolved Pokémon, Base Set 2 will give trainers and players more power, more attacks, and more choices. Base Set 2 has over 130 cards, but is it truly for you? Read on to see.

BASE SET POKÉMON AND *JUNGLE* POKÉMON JOIN TO CREATE BASE SET 2!

Did you collect so many *Jungle* cards that you filled a closet with them, but you still never got that holofoil Wigglytuff? Or was there always such a long **Pokémon** line at your favorite store that you never even had a chance to buy some of the original Base Set cards? Well, you're going to get another shot at catching 'em all when Base Set 2 for the **Pokémon** trading card game gets released in March.

The 130 cards in Base Set 2 aren't for everybody. All the cards in the set are reprints of earlier releases (Base Set and *Jungle*). Base Set 2 doesn't include any new cards—for that, keep your eyes open for the next expansion, *Team Rocket*, due out this spring. If you've already collected all the cards we've released so far, you've already caught these Pokémon!

But if you missed some cards in the original Base Set or in the *Jungle* expansion, they probably appear in Base Set 2. The cards work and look the same as they did when they were originally printed, but we've made some small corrections to the text on some cards that were confusing.

Of course, each card has a completely new collector number. So if your goal is to collect one of every card from every set, you'll want to collect Base Set 2 as well!

Pokémon Vacation

"HAVING A BLASTOISE, SEEL YOU SOON!"

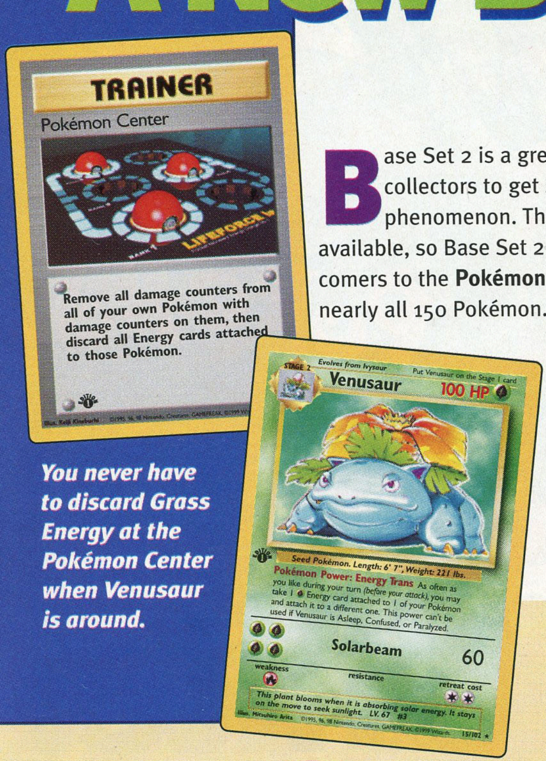
Nearly every Pokémon from the original Base Set appears in Base Set 2. All your favorites are still here: Charizard, Venusaur, and, of course, Pikachu. But a few Pokémon have gone on vacation for a while and don't appear in the newest card set. So which cards in the previous sets don't appear in Base Set 2?

Check out the box to the right.

Base Set	Jungle
•Koffing	•Eevee
•Ponyta	•Flareon
•Porygon	•Gloom
•Clefairy Doll	•Jolteon
•Devolution Spray	•Mankey
•Pokémon Flute	•Oddish
•Revive	•Primeape
	•Rapidash
	•Vaporeon
	•Vileplume

Some of the rare cards from the *Jungle* set—Clefable, Nidoqueen, Pidgeot, Scyther, and Wigglytuff—appear as holofoil rare cards in Base Set 2. The rest—Kangaskhan, Mr. Mime, Pinsir, Snorlax, Venomoth, and Victreebel—appear in nonholo versions. If you've already collected all the *Jungle* cards, you caught 'em both ways!

A New Beginning


TRAINER
Pokémon Center
Remove all damage counters from all of your own Pokémon with damage counters on them, then discard all Energy cards attached to those Pokémon.
Venusaur
100 HP
Pokémon Power: Energy Trans
Solarbeam
60

You never have to discard Grass Energy at the Pokémon Center when Venusaur is around.

Base Set 2 is a great place for *new* players or collectors to get started in the **Pokémon** phenomenon. The *Fossil* expansion is still available, so Base Set 2 makes it possible for latecomers to the **Pokémon** trading card game to collect nearly all 150 Pokémon. The best and favorite Pokémon are still around, waiting to be snagged by the greatest trainers.

And this set makes it easier for players to pick up great card combinations of Base Set Pokémon and *Jungle* Pokémon without having to buy both sets of cards! Solid combos from the original Base Set—like Venusaur and Pokémon Center—are still possible because both cards are still in the set. Now new players will be able to experiment with *Jungle* cards too!

Base Set 2

Card Combos

Watching the Grass Grow!

Who knew there was so much energy stored up in the grass?

Venusaur
100 HP
Exeggutor
80 HP
Teleport
Big Eggsplosion
20x

The Grass Pokémon Venusaur is always looking for someplace special to transfer Grass Energy. Exeggutor could really use it! By using its Pokémon Power: Energy Trans, Venusaur can move as many Grass Energy as you want to another Pokémon—in this case, your Active Pokémon Exeggutor. Exeggutor's attack Big Eggsplosion lets you flip a number of coins equal to the number of Energy cards attached to it. Each heads does 20 damage to the Defending Pokémon! Who knows—if you transfer 6 Grass Energy cards to Exeggutor, you might do enough damage to Knock Out a Charizard in one attack!

Psychic Link

Mr. Mime may not be able to break out of an imaginary box, but it sure sets up a great perpetual motion machine.

Alakazam
80 HP
Mr. Mime
40 HP
Pokémon Power: Invisible Wall
Meditate
10+

The Psychic Pokémon Alakazam has always been a number-one Pokémon (it was card #1 in the Base Set, and it's card #1 in Base Set 2!). But it gets even better when it joins forces with the Psychic Pokémon Mr. Mime. Mr. Mime has the Pokémon Power: Invisible Wall, which says that any attacks that do less than 30 damage to Mr. Mime don't do any damage at all. So most attacks that can reach Mr. Mime will do only 10 or 20 damage, right?

Well, Alakazam can always find a home for 1 or 2 damage counters by using its own Pokémon Power: Damage Swap, which allows you to move damage counters from one Pokémon to another. Throw in a Chansey, and you can move those damage counters to a Pokémon with lots of Hit Points! Now Mr. Mime can stall for a long time while you build up Pokémon on your Bench. Toss in a Pokémon Center to remove all those damage counters from Chansey, and you can make a game last forever!

Learn to Play in Three Easy Steps

If you've been meaning to figure out how to play the **Pokémon** TCG but haven't yet, Base Set 2 will give you lots of different ways to learn! The old rulebook has been replaced with easier-to-learn Starter Rules and Advanced Rules. Now you won't have to look through pages and pages of text just to get started. Instead, you'll begin with Step 1 in the Starter Rules and learn how to make your Pokémon fight!

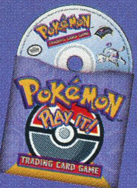
Once you learn the three steps in the Starter Rules, the Advanced Rules will help you figure out Weakness, Resistance, and a few other rules you'll need to play like a Pokémon Master!

But if rulebooks don't excite you, Base Set 2 has two other new ways for you to learn the rules: an instructional video and a CD-ROM. Both will show you how to play the trading card game in different ways. On the video, you can follow along with the step-by-step instructions. On the CD-ROM, you get to experiment with actual play. Also, the CD will guide you through deckbuilding and will let you print out playmats and counters.

Now you'll be able to choose the Base Set 2 Starter Set that comes with the rulebooks, the Starter Set with the rulebooks *plus* the CD-ROM, or the Starter Set with the rulebooks, the CD-ROM, *and* the instructional video. Even experienced **Pokémon** players might learn a thing or two!

1

CD-ROM

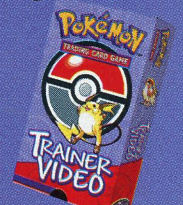


2

Rulebook

3

Video



Was that one from column A and two from column B, or vice versa?

All Hands on Deck!

Even experienced players admit: Building decks can be hard! Coming up with a good strategy, picking out the right Pokémon to work together, choosing Trainer cards that support your ideas—it's tougher than waking a Snorlax. Fortunately, old and new players alike can play with the four new Base Set 2 theme decks and never have to bother Snorlax at all....

GRASS CHOPPER

Grass and Fighting Pokémon, including powerful Basic Pokémon like Machop, work together to bring down even the biggest Defending Pokémon. With Clefairy and Machoke as big hitters, "Grass Chopper" is bound to leave your opponents hopping mad.

LIGHTNING BUG

Take a few Lightning Pokémon, toss in some Grass Pokémon, and you're ready to take on the big bugs! "Lightning Bug" is designed to help you get out an evolved Pokémon as quickly as possible—and then zap your opponents before they know what shocked 'em.

PSYCH OUT

Paralyze, Confuse, or just put your opponent's Pokémon to Sleep with the Psychic and Water Pokémon in this deck. Some of your own Pokémon have attacks that give you time to develop your Bench. Then Wigglytuff's Do the Wave attack can really blow your opponent's mind.

HOT WATER

If you have lots of Energy and your opponent has very little, what happens? You win, that's what! And that's what the Fire and Water Pokémon in "Hot Water" work together to accomplish: removing Energy from your opponent while building up your Pokémon for devastating final attacks!

In a League of Its Own

Pokémon League
Pokémon League
Pokémon League
Pokémon League
Pokémon League
Pokémon League
Pokémon League
Pokémon League

You know you want a piece of this League action!

Pokémon isn't a game you play all alone. You want to be surrounded by other people who know and love the game as much as you do. People out there can show you tricks and teach you ways to win that you've never seen before. That's where the **Pokémon** Trading Card Game League comes in.

In the **Pokémon** TCG League, you'll meet other players to play, trade, and compete with. The league has all kinds of special promotions, including unique cards. Plus, just about everything you do in the League will get you points toward earning a special trainer's badge!

For more information about the **Pokémon** Trading Card Game League, check out the special center section in this issue of *TopDeck*, starting on page 57. For even more information, go to the League Web site at www.wizards.com/Pokemon and click on "League Play."

Do You Need to Get on Base?

So is the **Pokémon** Base Set 2 for you? Here's a checklist to help you decide!

☐ Do I want to learn to play the **Pokémon** trading card game?

☐ Are there **Pokémon** cards in Base Set 2 that I haven't caught before?

☐ Do I need a few more copies of certain Pokémon that are in Base Set 2?

☐ Do the new preconstructed theme decks sound exciting?

If you answer "yes" to any of these questions, then you should have a new New Year's Resolution: "Pika, Pika! Pika, Pika*CHU*!"

(Which roughly translates to: "Gotta catch some Base Set 2 cards!")

BY WILL MCDERMOTT

Better than the Pokédex

The Ultimate Guide to the Pokémon Animated Series

In the first 30 episodes of the **Pokémon** animated series, Ash Ketchum captures 9 Pokémon, wins 6 badges, and defeats Team Rocket about 30 times. He goes from Pallet Town to Fuchsia City, picks up new friends, and learns a lot about life and Pokémon training.

The next few pages show the people, places, and Pokémon seen in these first 30 episodes. This information may not help you win your next battle in the **Pokémon Trading Card Game League**. But, whether you're just starting your Pokémon adventure or you've already mastered all 150 known Pokémon, you can still learn something from the struggles of Ash Ketchum in the world of Pokémon.

KEY TO POKÉMON IDENTIFIED/CAPTURED/EVOLVED

*	Pokémon identified by Pokédex during episode
°	Pokémon captured during episode
•	Pokémon evolved during episode

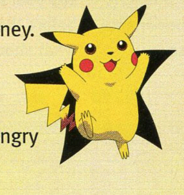
POKÉMON—I CHOOSE YOU!

People: Ash, Ash's mom, Gary, Gary's cheerleaders, Professor Oak, Dexter (the Pokédex), Misty

Places: Pallet Town, Ash's home, Professor Oak's Lab, Viridian City

Pokémon: Dodrio, Pikachu°, Pidgey*, Rattata*, Spearow*, Sandshrew, Mankey, Magikarp, Gyarados, Rare Unknown Pokémon*

*Pidgey is a flying Pokémon. Among all the flying Pokémon it is the gentlest and easiest to capture. A perfect target for the beginning Pokémon trainer.



Plot: Our hero Ash is about to begin his Pokémon journey. But he oversleeps and the only Pokémon Professor Oak has left is Pikachu, who is none too happy to go with Ash. When a flock of Spearow attack, Ash gains Pikachu's trust by flinging himself into the path of the angry bird Pokémon.

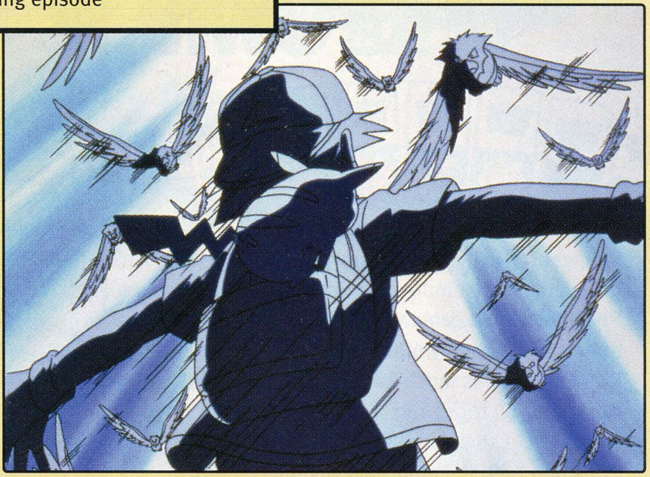
POKÉMON EMERGENCY

People: Ash; Misty; Officer Jenny; Nurse Joy; Jesse, James, and Meowth (Team Rocket); Ash's Mom; Professor Oak

Places: Viridian City, Pokémon Center

Pokémon: Pikachu, Chansey, Ekans, Koffing, Pidgey, Rattata, Goldeen, Caterpie

Plot: With Pikachu gravely injured after the Spearow attack, Ash rushes to the Viridian City Pokémon Center (with some help from Officer Jenny). Misty shows up to complain about her broken bike, and then Team Rocket shows up to complicate matters even further.



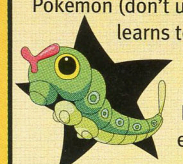
ASH CATCHES A POKÉMON

People: Ash, Misty, Team Rocket

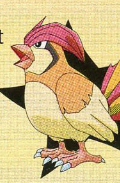
Places: Viridian Forest

Pokémon: Pikachu, Koffing, Ekans, Caterpie°, Pidgeotto*°, Metapod•, Beedrill

*Pidgeotto: An evolved form of the Pidgey. It is armed with sharp claws and dives from the sky to capture its prey. Unlike the more gentle Pidgey, Pidgeotto can be dangerous. Approach with extreme caution.



Plot: Ash learns some valuable lessons about catching and fighting Pokémon (don't use bugs to catch birds) while Misty learns to tolerate bug Pokémon. Team Rocket shows up to steal Pikachu because it has rare power for a mouse Pokémon. Caterpie saves the day and evolves into Metapod.



CHALLENGE OF THE SAMURAI

People: Ash, Misty, Team Rocket, Samurai

Places: Viridian Forest

Pokémon: Pikachu, Pidgeotto, Metapod, Weedle*, Pinsir*, Beedrill*, Kakuna*, Butterfree•

> *Beedrill: This Pokémon is an evolved form of Weedle, following its Kakuna stage. Its sting is highly poisonous.

Plot: Ash battles Samurai, but Beedrills attack. During the long Metapod vs. Metapod battle, Ash leaves his Metapod behind. Ash goes out to save Metapod, Team Rocket makes its usual mess of things, and Ash apologizes to Metapod, which then evolves into Butterfree to save the day.

SHOWDOWN IN PEWTER CITY

BOULDER BADGE EPISODE

People: Ash, Misty, Team Rocket, Flint (Brock's father), Nurse Joy, Brock, Brock's brothers and sisters

Places: Pewter City, Pokémon Center, Pewter City Gym, Hydroelectric Plant

Pokémon: Pikachu, Pidgeotto, Onix, Geodude

Plot: With help from a mysterious rock salesman named Flint, Ash battles Brock for his first badge, but loses. Flint then helps power up Pikachu at the Hydroelectric plant for a rematch. In the end, Brock and Flint reunite and Brock realizes his dream of going on a Pokémon journey.

CLEFAIRY AND THE MOON STONE

People: Ash, Misty, Brock, Team Rocket, Seymour

Places: Mount Moon

Pokémon: Pikachu, Zubat*° (caught by Brock), Butterfree, Pidgeotto, Onix, Ekans, Koffing, Staryu, Paras, Sandshrew, Clefairy*, Clefable*•

> *Clefairy: This impish Pokémon is friendly and peaceful. It is believed to live inside Mount Moon, although very few have ever been seen by humans.

Plot: Team Rocket is back to their old tricks. This time, they're looking for Moon Stones and they don't care who gets hurt. Ash, Misty, Brock, and Pikachu help Seymour, the poetic scientist, retrieve the Moon stone and then watch the Clefairys evolve into Clefables.

THE WATER FLOWERS OF CERULEAN CITY

CASCADE BADGE EPISODE

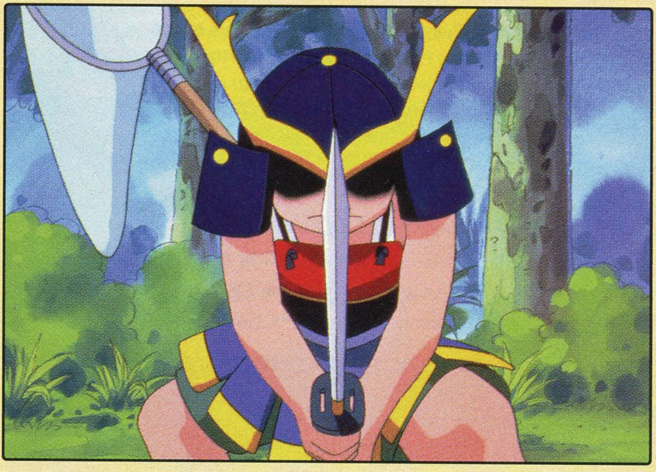
People: Ash, Misty, Brock, Team Rocket, Officer Jenny, Sensational Sisters (Misty's sisters)

Places: Cerulean City, Cerulean City Gym

Pokémon: Pikachu, Butterfree, Pidgeotto, Staryu*, Starmie, Goldeen, Seel, Starmie, Staryu

> *Staryu: The core of this water Pokémon shines in a rainbow of seven colors; a core that is valued by some as a type of jewelry.

Plot: Ash wants to go to the Cerulean City Gym, but Misty isn't so sure it's a good idea. Why? The Gym Leaders are her sisters. The sisters' Pokémon are all injured, so Misty fights for the Gym. But Team Rocket breaks up the contest. Ash gets his Badge, though, after he and Pikachu save the Gym.



THE PATH TO THE POKÉMON LEAGUE

People: Ash, Misty, Brock, Team Rocket, Rattata's Trainer, A.J.

Places: On the Route to Vermilion City, A.J.'s (Unauthorized) Gym

Pokémon: Pikachu, Pidgeotto, Butterfree, Rattata, A.J.'s Butterfree, A.J.'s Sandshrew, A.J.'s Beedrill, A.J.'s Rattata, Koffing, Ekans

Plot: Ash, over-confident from 10 wins and two badges, takes on A.J., a fierce trainer with 98 wins, but no badges. After losing the battle, Ash yells at A.J. for his harsh training techniques. But when Team Rocket steal A.J.'s Sandshrew, Ash learns that A.J. really cares for his Pokémon.

THE SCHOOL OF HARD KNOCKS

People: Ash, Misty, Brock, Team Rocket, Joe and the Tech students, Giselle

Places: Pokémon Technical Institute

Pokémon: Pikachu, Weepinbell, Graveler, Cubone, Staryu

Plot: Ash, Misty, and Brock stumble upon Pokémon Technical Institute. Ash and Misty battle Joe and the arrogant Giselle to prove there's more to Pokémon training than just facts and figures. Jesse and James, who flunked out of Tech, attack, but they get beaten back by the students.

BULBASAUR AND THE HIDDEN VILLAGE

People: Ash, Misty, Brock, Team Rocket, Melanie

Places: Melanie's Pokémon Health Spa

Pokémon: Pikachu, Butterfree, Pidgeotto, Oddish*, Starmie, Bulbasaur*°, Weepinbell, Rattata, Caterpie, Paras, Magikarp

> *Bulbasaur: It bears the seed of a plant on its back from birth. The seed slowly develops. Researchers are unsure whether to classify Bulbasaur as a plant or animal.

Plot: Our heroes try to capture an Oddish, but a Bulbasaur arrives to save it. After this odd encounter, Ash, Misty, and Brock stumble through some traps to find Melanie and her Pokémon Health Spa. When Ash helps drive off the greedy Team Rocket, he earns the right to battle and capture Bulbasaur.

CHARMANDER—THE STRAY POKÉMON

People: Ash, Misty, Brock, Team Rocket, Damian and his cronies, Nurse Joy

Places: Middle of nowhere (near Route 24), Pokémon Center

Pokémon: Pikachu, Spearow, Charmander*°

> *Charmander: A flame burns on the tip of its tail from birth. It is said that a Charmander dies if its flame ever goes out.

Plot: Our trio spots a Charmander on a rock. Unable to capture it, they press on to a Pokémon Center where they hear Damian boast about leaving his Charmander on the road. Charmander won't survive in the rain, so Ash, Misty, and Brock save it. After Charmander beats Team Rocket, Damian returns, but Charmander decides to stay with Ash.

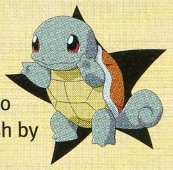
HERE COMES THE SQUIRTLE SQUAD

People: Ash, Misty, Brock, Team Rocket, Officer Jenny

Places: Small town on the route to Vermilion City

Pokémon: Pikachu, Charmander, Squirtle*°, Goldeen

> *Squirtle: This tiny turtle Pokémon draws its long neck into its shell to launch incredible water attacks with amazing range and accuracy.



Plot: Five Squirtle delinquents plague a town with pranks and Meowth tricks them into helping Team Rocket catch Pikachu. With some help from Officer Jenny, Ash comes to the rescue and gets the Squirtles to put out Team Rocket's fire. The lead Squirtle rewards Ash by joining the winning team.

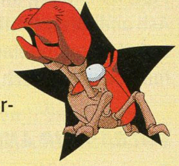
MYSTERY AT THE LIGHTHOUSE

People: Ash, Misty, Brock, Team Rocket, Bill, Professor Oak

Places: Still lost in the forest, Bill's Lighthouse

Pokémon: Pikachu, Krabby*°, Dragonite

> *Krabby: Lives near the shore. Its average height is about 16 inches.



Plot: Ash captures Krabby and then enters a lighthouse to call Professor Oak. The lighthouse belongs to Bill the Pokémon researcher who dreams of seeing Dragonite. When Dragonite appears, Team Rocket interferes and drives it away.

ELECTRIC SHOCK SHOWDOWN

THUNDER BADGE EPISODE

People: Ash, Misty, Brock, Team Rocket, Nurse Joy, Lieutenant Surge and his gym trainers

Places: Vermilion City, Pokémon Center, Vermilion Gym

Pokémon: Pikachu, Rattata, Caterpie, Oddish, Sandshrew, Pidgey, Chansey, Raichu

Plot: Ash battles the powerful Lieutenant Surge for a badge, but Pikachu can't handle Raichu's electric power and loses. After some coaching from Brock, Ash and Pikachu win by relying on Pikachu's quickness while Team Rocket cheers them on(?).

BATTLE ABOARD THE ST. ANNE

People: Ash, Misty, Brock, Team Rocket, Team Rocket Boss, Pokémon Trader, Magikarp Salesman, St. Anne's Captain

Places: St. Anne Cruise Liner

Pokémon: Pikachu, Butterfree, Persian, Oddish, Charmander, Squirtle, Raticate, Starmie, Magikarp, Pidgey, Caterpie, Geodude, Rattata, Bellsprout, Bulbasaur

Plot: Ash, Misty, and Brock get free passes for a party on the St. Anne, but it's a trap by Team Rocket. When Team Rocket attacks, all the trainers fight back and the battle sinks the boat. In the confusion, Ash, Misty, Brock, Team Rocket, and all the Pokémon go down with the ship.

POKéMON SHIPWRECK

People: Ash, Misty, Brock, Team Rocket, Officer Jenny

Places: Upside Down St. Anne

Pokémon: Pikachu, Ekans, Goldeen, Starmie, Staryu, Koffing, Bulbasaur, Charmander, Squirtle, Geodude, Onix, Magikarp, Pidgeotto, Gyarados*•

> *Gyarados: This Pokémon has a vicious temperament so use extreme caution. Its fangs can crush stones and its scales are harder than steel.

Plot: The St. Anne is upside down and under water. Our heroes must work with Team Rocket to get off the boat through the hull. After they're all safe on a raft, James's Magikarp evolves into Gyarados, calls some friends, and sinks them all again.

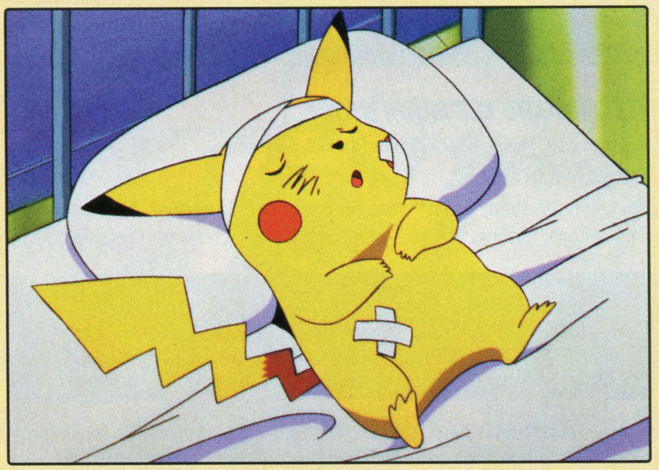
ISLAND OF THE GIANT POKéMON

People: Ash, Misty, Brock, Team Rocket, Team Rocket Boss

Places: Island of Giant Pokémon (PokémonLand)

Pokémon: Pikachu, Krabby, Charmander, Bulbasaur, Squirtle, Gyarados, Slowpoke, Koffing, Ekans, Giant Rhydon, Giant Zapdos, Giant Moltres, Persian, Giant Pikachu, Giant Charizard, Giant Blastoise, Giant Venusaur, Giant Kabutops, Slowbro•

Plot: Washed up on a deserted island and separated from their masters, the Pokémon (good and bad) spend the episode talking to each other (in subtitles) while looking for their masters. The kids (and Team Rocket) spend their time running from Giant Pokémon.



TENTACOOL & TENTACRUEL

People: Ash, Misty, Brock, Team Rocket, Nastina

Places: Porta Vista

Pokémon: Pikachu, Pidgeotto, Squirtle, Bulbasaur, Butterfree, Zubat, Horsea*° (caught by Misty), Staryu, Starmie, Goldeen, Tentacool*, Tentacruel*

> *Horsea: A dragon Pokémon. In this unique Pokémon species, thousands of eggs hatch every spring, and then the male raises them himself.

Plot: While waiting for the ferry, our heroes meet Nastina. When Nastina offers a large reward to get rid of Tentacools that are blocking her resort project, Team Rocket shows up to do the dirty work. But their plan creates a huge Tentacruel that destroys most of Porta Vista before Misty can calm it down.

THE GHOST OF MAIDEN'S PEAK

People: Ash, Misty, Brock, Team Rocket, Ghost of the Maiden, the Old Woman, Officer Jenny, Nurse Joy

Places: Maiden's Peak, Shrine of the Maiden, Maiden's Rock

Pokémon: Pikachu, Gastly*, Ekans, Koffing, Charmander, Squirtle, Bulbasaur

*Gastly: A ghost Pokémon. It is usually invisible. Its specialty is hypnosis.

Plot: Ash and friends get off the ferry in a small port town that's celebrating the annual return of the Ghost of the Maiden. But this ghost has set her eyes on Brock and James. Ash and Dexter finally unmask the ghostly maiden as nothing more than a Gastly having some fun.

BYE BYE BUTTERFREE

People: Ash, Misty, Brock, Team Rocket, Female Butterfree Trainer

Places: Seaside route to Saffron City

Pokémon: Pikachu, Butterfree, Starmie

Plot: On the way to Saffron City, Ash sees a swarm of Butterfree. Brock explains that it's Butterfree mating season. Ash makes the hard choice to let his Butterfree try to find it's mate, but Team Rocket captures all the Butterfree and our heroes have to save them (with Butterfree's help). Afterwards, a sad Ash watches Butterfree leave.

ABRA AND THE PSYCHIC SHOWDOWN

People: Ash, Misty, Brock, Team Rocket, Sabrina, Sabrina's Doll, Mysterious Bearded Man, Sabrina's gym trainers

Places: Saffron City, Sabrina's Gym, Sabrina's Toy Box

Pokémon: Pikachu, Bulbasaur, Abra*, Kadabra*•

*Abra: A psychic power Pokémon. It sleeps 18 hours a day, but employs telekinesis even while sleeping.

Plot: In the first part of a three-part badge story, Ash faces Sabrina, a powerful Psychic Pokémon Master. Pikachu battles Abra, which evolves into Kadabra during the battle, but loses, so Sabrina puts the kids in her toy box so she can play with them. A mysterious bearded man saves them and tells Ash that he needs a ghost Pokémon from the Pokémon Tower to defeat Sabrina.

THE TOWER OF TERROR

People: Ash, Misty, Brock, Team Rocket

Places: Lavender Town, Pokémon Tower

Pokémon: Pikachu, Charmander, Gastly, Haunter*, Gengar*

*Haunter: A gaseous Pokémon. No further information available.

Plot: Scared but determined to get a ghost Pokémon for his fight against Sabrina, Ash enters the Pokémon Tower in Lavender Town. There he finds Gastly, Haunter, and Gengar, who just want to have fun and don't want to be caught. After a brief trip with the ghosts, Ash understands and leaves the Tower, but Haunter comes along to find some more fun.

HAUNTER VS. KADABRA

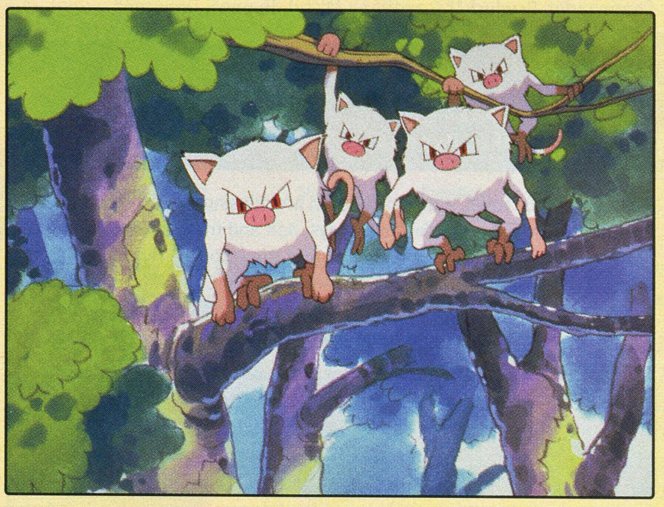
MARSH BADGE EPISODE

People: Ash, Misty, Brock, Team Rocket, Sabrina, Sabrina's Doll, Mysterious Bearded Man (Sabrina's Father), Sabrina's Mother (Doll)

Places: Saffron City, Sabrina's Gym, Sabrina's toy box

Pokémon: Pikachu, Charmander, Squirtle, Bulbasaur, Haunter, Kadabra

Plot: Back in Saffron City, Ash takes Haunter in to battle Sabrina. When Haunter pulls a disappearing trick, Misty and Brock pay the price, ending back in Sabrina's toy box. With more help from the mysterious bearded man (who is really Sabrina's father), Ash tries again and Haunter makes the serious Sabrina laugh, saving the day, and winning a Marsh badge for Ash.



PRIMEAPE GOES BANANAS

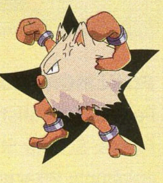
People: Ash, Misty, Brock, Team Rocket, Professor Oak

Places: On the road to Celadon City

Pokémon: Pikachu, Squirtle, Bulbasaur, Charmander, Poliwag, Poliwhirl, Slowpoke, Dodrio, Bellsprout, Krabby, Mankey*, Primeape*•°, Ekans, Koffing

*Primeape: If you make eye contact with this evolved form of Mankey, it will chase you forever.

Plot: Ash and friends find a wild Mankey that is a little too wild for their liking. It thrashes Ash and steals his precious hat. Then Team Rocket shows up to make matters worse. When Mankey evolves into Primeape, everyone runs for their lives. Ash finally summons the courage to battle Primeape, captures it, and gets his hat back.



POKÉMON SCENT-SATION!

RAINBOW BADGE EPISODE

People: Ash, Misty, Brock, Team Rocket, Perfume salesgirls, Erika

Places: Celadon City, Celadon Gym

Pokémon: Pikachu, Gloom, Koffing, Exeggcute, Oddish, Vileplume, Weepinbell, Bellsprout, Omanyte, Tangela*, Victreebel, Bulbasaur, Primeape, Charmander, Squirtle, Staryu, Starmie, Geodude

*Tangela: a vine Pokémon. Its body is wrapped in vines. The rest of its form is hidden beneath these vines.

Plot: Making one of his worst decisions yet, Ash listens to Team Rocket and lets them dress him up as a little girl to gain entrance to the Celadon Gym after he insults the gym trainers. Once uncovered, Ash battles Erika for his badge, but Team Rocket interrupts again...and causes a fire. Again. Ash learns some compassion when he saves Erika's Gloom, thus earning himself another badge.

HYPNO'S NAPTIME

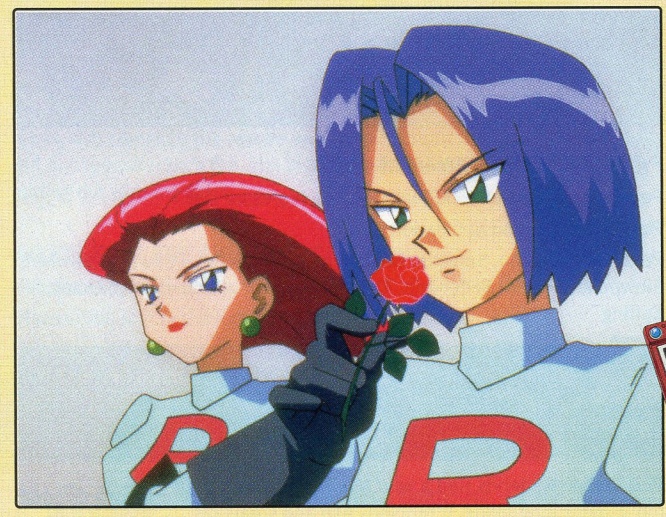
People: Ash, Misty, Brock, Team Rocket, Arnold's Mom, Officer Jenny, Nurse Joy, Pokémon Lover's Club President and members, Arnold and the missing kids

Places: Hop Hop Hop Town, Pokémon Center, Pokémon Lover's Club Mansion, City Park

Pokémon: Pikachu, Pidgeotto, Staryu, Cubone, Oddish, Magikarp, Charmander, Psyduck*° (caught by Misty), Hypno*, Drowzee*

*Drowzee: Said to be a descendant of the Dream Eating Taper, it was the first Pokémon to use a combination attack like Hypnosis and Dream Eater.

Plot: In the next town, a dozen children are missing and all the Pokémon have been sick for three days. Ash and friends follow a trail of sleep waves with Officer Jenny and find the culprit, a Hypno that evolved three days earlier in the Pokémon Lovers Club. After Misty succumbs to Hypno's attack, she leads them to the missing kids and our heroes save the day despite Team Rocket.



POKÉMON FASHION FLASH

People: Ash, Misty, Brock, Team Rocket, Suzie

Places: Scissor Street (Breeder's Lane), Salon Rockét, Suzie's Shop

Pokémon: Pikachu, Psyduck, Geodude, Koffing, Ekans, Charmander, Squirtle, Oddish, Caterpie, Bellsprout, Weepinbell, Cubone, Paras, Dodrio, Raichu, Chansey, Vulpix*° (given to Brock by Susie)

*Vulpix: A fox Pokémon. Its six tails are extremely beautiful. As it evolves it grows even more tails. Vulpix uses powerful flame attacks.

Plot: Walking down Scissor Street, Misty wants to go into a strange shop called Salon Rockét that promises instant Pokémon makeovers. Brock presses on to Suzie's shop because she is the best breeder around. When Misty gets lured into Team Rocket's clutches in Salon Rockét, Brock must teach the town a lesson about vanity.

THE PUNCHY POKÉMON

People: Ash, Misty, Brock, Team Rocket, Rebecca, Rebecca's Father

Places: On the Road, Fighting Spirit Gym, P-1 Grand Prix

Pokémon: Pikachu, Primeape, Geodude, Hitmonchan*, Hitmonlee, Machop*

*Hitmonchan: A skilled Fighting Pokémon that packs an incredibly fast punch.

Plot: On the way to Fuchsia City, Ash tries to capture a Hitmonchan. But this Fighting Pokémon already has a trainer; one that wants to win the P-1 Grand Prix so badly, he is neglecting his family. Ash and Brock enter the P-1 to help the man's daughter, Rebecca. Team Rocket also enters and cheats their way to a match against Ash.

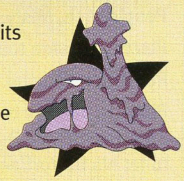
SPARKS FLY FOR MAGNEMITE

People: Ash, Misty, Brock, Team Rocket, Nurse Joy, Officer Jenny, Power Plant technicians, Professor Oak

Places: Gringy City, Pokémon Center, Power Plant

Pokémon: Pikachu, Magnemite*, Magneton, Grimer*, Muk*°, Growlithe, Spearow, Sandshrew

*Grimer: A sludge Pokémon. Born from sludge, these Pokémon specialize in sludge attacks.



Plot: Pikachu gets sick in Gringy city and can't control its electric cheeks. While our heroes are at the Pokémon Center, the lights go out all over the city. It seems the power plant has a Grimer problem. The kids investigate and, with the help of a Magnemite attracted to Pikachu's electric personality, defeat the Grimer and capture a Muk.

DIG THOSE DIGLETT!

People: Ash, Misty, Brock, Team Rocket, Construction Foreman, Gary Oak, Gary's Cheerleaders, Pokémon trainers

Places: Somewhere in the mountains, Giva Dam construction site

Pokémon: Pikachu, Charmander, Squirtle, Bulbasaur, Diglett*, Dugtrio*, Rattata, Pidgey, Ekans, Arbok•, Koffing, Weezing•

*Diglett: the movement of these ground Pokémon can be easily detected by their tracks of upturned earth.

Plot: A large explosion in the woods brings the kids running to a dam construction site. The foreman explains he has a Diglett problem and needs Pokémon trainers to clear out the Diglett. But even the great Gary can't get his Pokémon to battle the Diglett because the Pokémon know the dam will destroy the Diglett and Dugtrio homes. Meanwhile Jesse and James are busy evolving their Pokémon for future battles.

THE NINJA POKÉ-SHOWDOWN

SOUL BADGE EPISODE

People: Ash, Misty, Brock, Team Rocket, Aya Ninja Warrior, Koga (Fuchsia Gym Pokémon Master)

Places: Lost in the Forest, Ninja Mansion (Fuchsia Gym)

Pokémon: Pikachu, Bulbasaur, Pidgeotto, Charmander, Vulpix, Psyduck*, Venonat*, Voltorb*, Venomoth•*, Arbok, Weezing, Golbat*

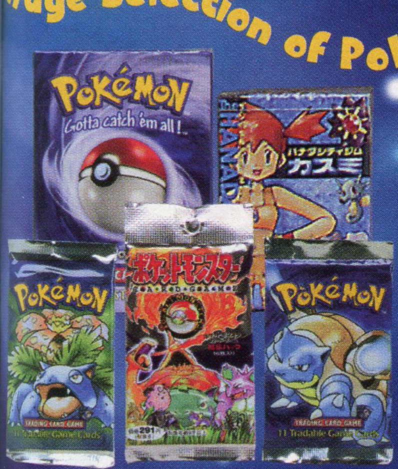
*Venonat: A bug Pokémon. Its eyes function as radar, allowing it to see in the dark.

Plot: Fuchsia Gym is actually a hidden Ninja Mansion and Ash must battle Gym Master Koga just to get out. Of course, Team Rocket shows up during the battle, so Koga, his sister Maya, and the kids join forces to defeat the intruders (with some help from Psyduck). Afterwards, Ash and Koga finish their battle and Ash wins his sixth badge, the Soul Badge.

***Watch for part two of our episode guide in an upcoming issue of* TopDeck.**

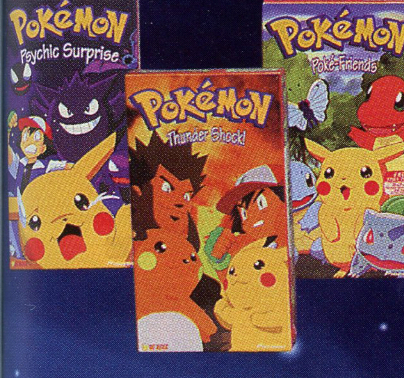
The Entire Pokémon Galaxy at Out-of-This World Prices!

Huge Selection of Pokémon™ Collectibles including Beanie Plush • Key Chains • Stickers •

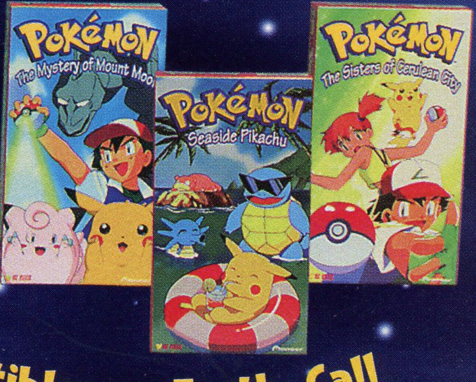


Pokémon
Gotta catch 'em all!

• English & Japanese TRADING CARDS • Games • Toys • Videos • Apparel •



Pokémon Psychic Surprise
Pokémon Thunder Shock!
Pokémon Poké-Friends



Pokémon The Mystery of Mount Moon
Pokémon Seaside Pikachu
Pokémon The Sisters of Cerulean City

WE BUY, SELL AND TRADE! For the Best Collectibles on Earth, Call

Diana Petersen's Collectibles & Gifts 847•296•6335

1452 Miner St. (NW Hwy.), Des Plaines, Il 60016 Website: www.wefindit4u.com Fax: 847-296-4292

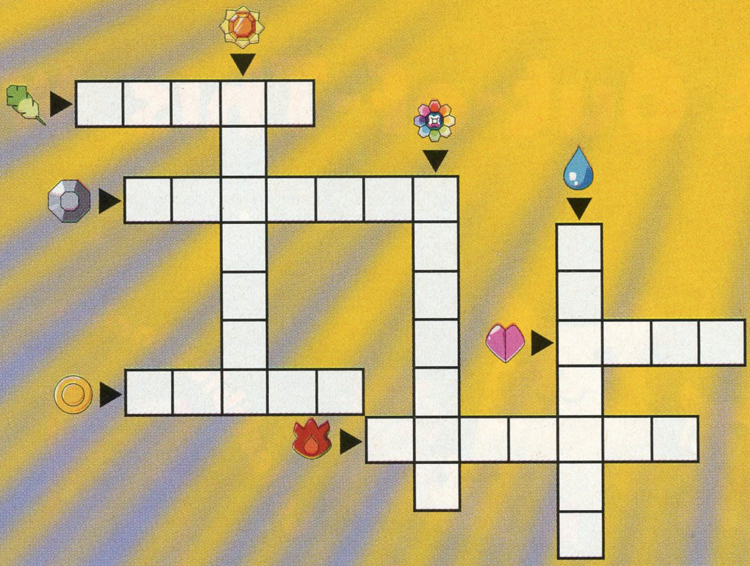
For a Free Catalog, please send a self-addressed stamped envelope.

Pokémon is a registered trademark of Nintendo of America, Inc. Diana Petersen's Collectibles & Gifts is a secondary market distributor. All items subject to availability.

Badgered

by Daneen McDermott

Ash had to win eight badges to get into the Pokémon League. Now you can win those same eight badges in the **Pokémon** TCG League. Can you identify the badges in the puzzle to the right? Answer on page 126.



Cityscape

by Daneen McDermott

You can win Pokémon badges in the eight cities hidden in the cityscape below. Can you find them all? Answer on page 126.

The Cities

PEWTER CITY
CERULEAN CITY
VERMILION CITY
FUCHSIA CITY
CINNABAR ISLAND
CELADON CITY
SAFFRON CITY
VIRIDIAN CITY

N	C	S									C	F	C												
G	I	A									I	T	H												
V	B	F				F	N	B			Y	Y	A									C	O	E	S
A	E	F				C	W	S			T	D	N				V	N	N			O	B	P	C
N	A	R				R	O	Y	T	I	I	C	I				E	O	K			H	M	E	H
N	R	O	M	C	J	Y	T	I	C	P	C	R	E	C	B	C	R	D	I			N	R	T	I
I	I	N	V	I	T	R	P	N	I	G	E	A	P	L	N	F	I	A	N			U	O	W	A
B	S	C	N	I	L	C	A	A	F	U	C	H	S	I	A	C	I	T	Y	I	L	I	R	E	C
A	L	I	C	M	R	I	H	B	I	N	E	N	W	S	B	D	I	M	N	E	V	L	F	R	I
R	A	T	C	E	D	I	O	A	V	A	R	N	E	D	F	L	O	D	A	B	H	I	F	C	T
K	N	Y	T	I	C	N	D	N	A	L	S	I	R	A	B	A	N	N	I	C	A	M	A	I	Y
L	D	W	R	K	T	W	O	N	C	S	U	C	T	T	W	A	C	F	C	R	N	R	S	T	B
M	E	I	D	I	F	O	P	I	T	I	L	N	O	Y	K	I	I	U	F	I	T	E	R	I	G
P	V	B	M	T	Y	T	I	C	R	E	T	W	E	P	T	E	T	S	U	F	T	V	I	P	J
K	T	O	G	Y	M	O	A	T	P	G	N	Y	K	Y	T	I	C	C	I	T	P	Y	R	C	S

Badge Rewards

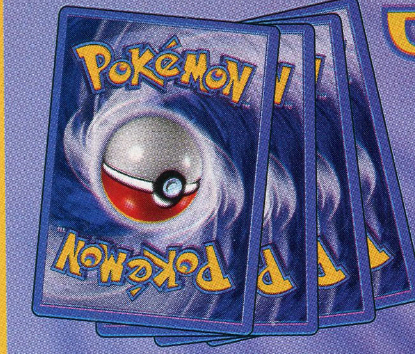
Kids respond to rewards. In the animated series, Ash wants to win Gym badges because he needs them to get into the Pokémon League, but also partly because they are his reward for winning a Gym match. Likewise, the **Pokémon** TCG League rewards participation in league events with cool badges (among other things). Many parents also use **Pokémon** TCG cards to reward their children for doing homework, getting good grades, or working around the house. There is some precedence for this. I got an allowance for chores and money for good grades while growing up. The secondary benefit of established rewards is your kids get your attention when you give them the reward. I know I wanted to please my parents with good work as much as I wanted the cash. So, think about how you can incorporate **Pokémon** TCG cards into your reward system at home. —Will McDermott

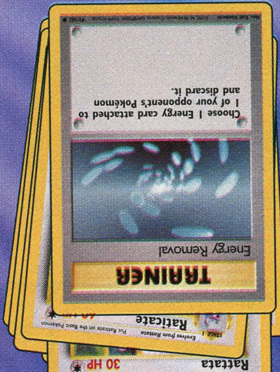
It's Now or Never

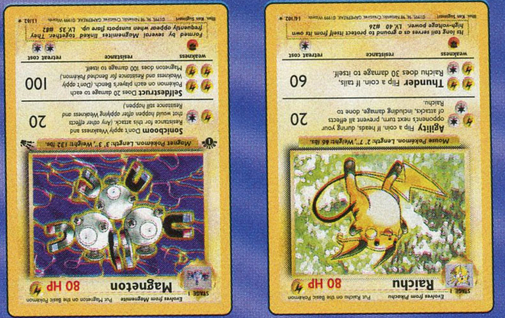
by Michael Mikaelian

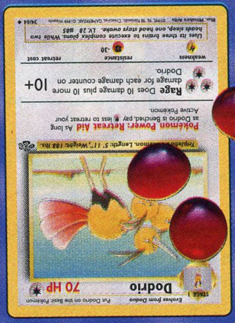
I've heard of cutting it close, but this is ridiculous! You're playing your Fighting/Psychic deck, and you've just drawn your last card! Elyse has been using a lot of Energy Removal and Super Energy Removal to keep you off balance. You were able to Knock Out her Raticate on your last turn with Hitmonchan's Special Punch. Lucky for you, there's only one Prize left in your Prize pile. If you can Knock Out one more of Elyse's Pokémon, you win. If you don't, she'll win when you can't draw a card at the beginning of your next turn. Answer on page 126.

Elyse

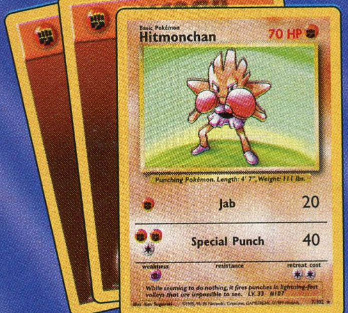

Elyse's Prizes (4 remaining)

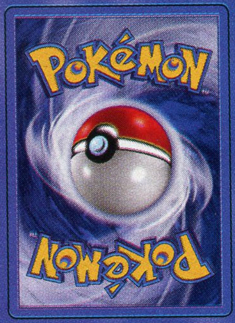

TRAINER
Energy Removal
Choose 1 Energy card attached to 1 of your opponent's Pokémon and discard it.
Raticate
Rattata
30 HP
Elyse's Discard Pile

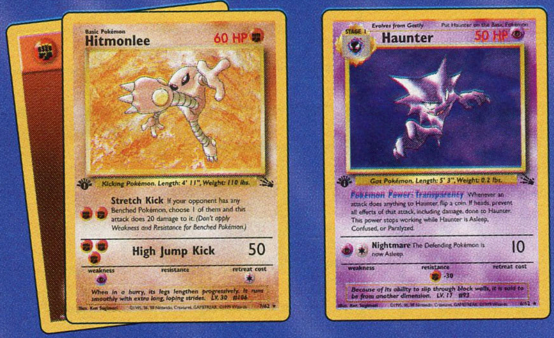

Magneton
80 HP
Sonicboom
20
Selfdestruct
100
Raichu
80 HP
Agility
20
Thunder
60
Elyse's Bench

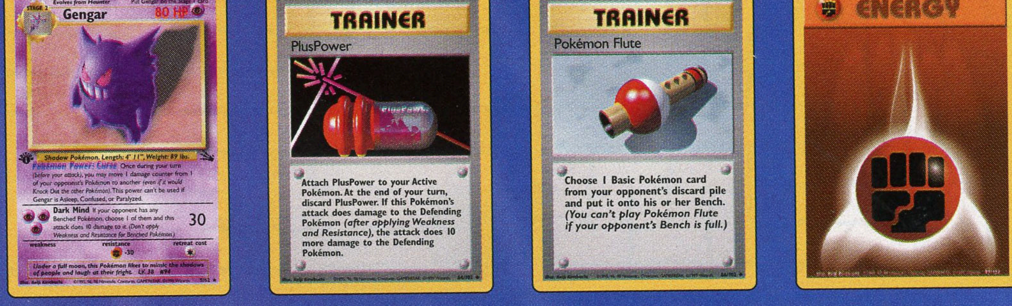

Dodrio
70 HP
Pokémon Power: Retreat Aid
Rage
10+
Elyse's Active Pokémon (Dodrio with 3 damage counters)

You


Basic Pokémon
Hitmonchan
70 HP
Punching Pokémon. Length: 4' 7", Weight: 111 lbs.
Jab
20
Special Punch
40
weakness
resistance
retreat cost
While seeming to do nothing, it fires punches in lightning-fast volleys that are impossible to see. LV. 33 #107
Your Active Pokémon (Hitmonchan with 2 Fighting Energy attached)

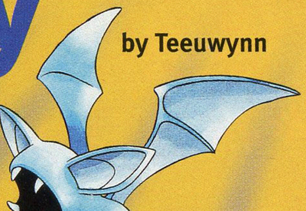

Your Prizes (1 remaining)


Basic Pokémon
Hitmonlee
60 HP
Kicking Pokémon. Length: 4' 11", Weight: 110 lbs.
Stretch Kick If your opponent has any Benched Pokémon, choose 1 of them and this attack does 20 damage to it. (Don't apply Weakness and Resistance for Benched Pokémon.)
High Jump Kick
50
When in a hurry, its legs lengthen progressively. It runs smoothly with extra long, loping strides. LV. 30 #106
Evolves from Gastly
Stage 1
Haunter
50 HP
Gas Pokémon. Length: 5' 3", Weight: 0.2 lbs.
Pokémon Power: Transparency Whenever an attack does anything to Haunter, flip a coin. If heads, prevent all effects of that attack, including damage, done to Haunter. This power stops working while Haunter is Asleep, Confused, or Paralyzed.
Nightmare The Defending Pokémon is now Asleep.
10
Because of its ability to slip through block walls, it is said to be from another dimension. LV. 17 #93
Your Bench

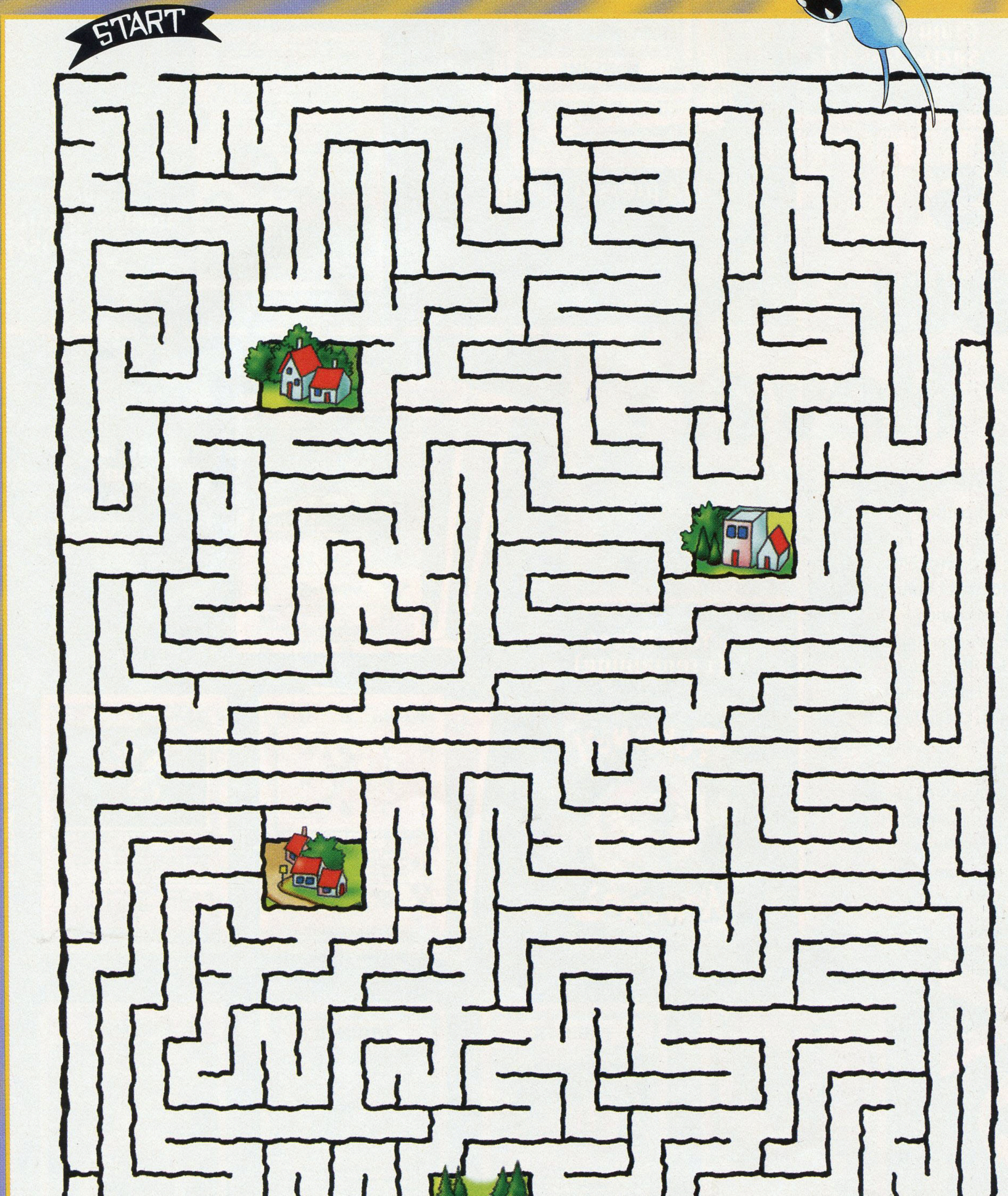

Evolves from Haunter
Stage 2
Gengar
80 HP
Shadow Pokémon. Length: 4' 11", Weight: 89 lbs.
Pokémon Power: Curse Once during your turn (before your attack), you may move 1 damage counter from 1 of your opponent's Pokémon to another (even if it would Knock Out the other Pokémon). This power can't be used if Gengar is Asleep, Confused, or Paralyzed.
Dark Mind If your opponent has any Benched Pokémon, choose 1 of them and this attack does 10 damage to it. (Don't apply Weakness and Resistance for Benched Pokémon.)
30
Under a full moon, this Pokémon likes to mimic the shadows of people and laugh at their fright. LV. 38 #94
TRAINER
PlusPower
Attach PlusPower to your Active Pokémon. At the end of your turn, discard PlusPower. If this Pokémon's attack does damage to the Defending Pokémon (after applying Weakness and Resistance), the attack does 10 more damage to the Defending Pokémon.
TRAINER
Pokémon Flute
Choose 1 Basic Pokémon card from your opponent's discard pile and put it onto his or her Bench. (You can't play Pokémon Flute if your opponent's Bench is full.)
ENERGY
Your Hand

Underground Passasge to Vermilion City

by Teeuwynn



You need to get to Vermilion City to continue your Pokémon adventure but the road is blocked due to Team Rocket activity. Can you find your way through the underground passage to Vermilion City? Answer on page 126.



For all your Poké needs

Pokémon™

TRADING CARD GAME

Player's Guide

☆	Holofoil
★	Rare
◆	Uncommon
●	Common
❶	Base Set
✿	*Jungle*
◈	*Fossil*
◓	Promotional Card

Double Colorless Energy
Provides ⊛⊛ energy. Doesn't count as a basic Energy card. 96/102◆❶

Chansey 120 HP ⊛
Basic Pokémon
Egg Pokémon. Length: 3' 7", Weight: 76 lbs.
W: ✊ R: ◉ -30 RC: ⊛
⊛⊛ **Scrunch** Flip a coin. If heads, prevent all damage done to Chansey during your opponent's next turn. *(Any other effects of attacks still happen.)*
⊛⊛⊛⊛ **Double-edge** Chansey does 80 damage to itself. Damage: 80
A rare and elusive Pokémon that is said to bring happiness to those who manage to catch it. LV. 55 #113 3/102☆❶

Clefairy 40 HP ⊛
Basic Pokémon
Fairy Pokémon. Length: 2' 0", Weight: 17 lbs.
W: ✊ R: ◉ -30 RC: ⊛
⊛ **Sing** Flip a coin. If heads, the Defending Pokémon is now Asleep.
⊛⊛⊛ **Metronome** Choose 1 of the Defending Pokémon's attacks. Metronome copies that attack except for its Energy costs and anything else required in order to use that attack, such as discarding Energy cards. *(No matter what type the Defending Pokémon is, Clefairy's type is still Colorless.)*
Its magical and cute appeal has many admirers. It is rare and found only in certain areas. LV. 14 #35 5/102☆❶

Clefable 70 HP ⊛
STAGE 1 (Evolves from Clefairy)
Fairy Pokémon. Length: 4' 3", Weight: 88 lbs.
W: ✊ R: ◉ -30 RC: ⊛⊛
⊛ **Metronome** Choose 1 of the Defending Pokémon's attacks. Metronome copies that attack except for its Energy costs and anything else required in order to use that attack, such as discarding Energy cards. *(No matter what type the Defending Pokémon is, Clefable's type is still Colorless.)*
⊛⊛ **Minimize** All damage done by attacks to Clefable during your opponent's next turn is reduced by 20 *(after applying Weakness and Resistance).*
A timid Fairy Pokémon that is rarely seen. It will run and hide the moment it senses people. LV. 34 #36
1/64☆, 17/64★✿

Ditto 50 HP ⊛
Basic Pokémon
Transform Pokémon. Length: 1' 0", Weight: 9 lbs.
W: ✊ R: ◉ -30 RC: ⊛
Pokémon Power: Transform If Ditto is your Active Pokémon, treat it as if it were the same card as the Defending Pokémon, including type, Hit Points, Weakness, and so on, except Ditto can't evolve, always has this Pokémon Power, and you may treat any Energy attached to Ditto as Energy of any type. Ditto isn't a copy of any other Pokémon while Ditto is Asleep, Confused, or Paralyzed.
Capable of copying an enemy's genetic code to instantly transform itself into a duplicate of the enemy. LV. 20 #132 3/62☆, 18/62★◈

Doduo 50 HP ⊛
Basic Pokémon
Twin Bird Pokémon. Length: 4' 7", Weight: 86 lbs.
W: ⚡ R: ✊ -30 RC: —
⊛ **Fury Attack** Flip 2 coins. This attack does 10 damage times the number of heads. Damage: 10x
A bird that makes up for its poor flying with its fast foot speed. Leaves giant footprints. LV. 10 #84 48/102●❶

Dodrio 70 HP ⊛
STAGE 1 (Evolves from Doduo)
Triplebird Pokémon. Length: 5' 11", Weight: 188 lbs.
W: ⚡ R: ✊ -30 RC: —
Pokémon Power: Retreat Aid As long as Dodrio is Benched, pay ⊛ less to retreat your Active Pokémon.
⊛⊛⊛ **Rage** Does 10 damage plus 10 more damage for each damage counter on Dodrio. Damage: 10+
Uses its three brains to execute complex plans. While two heads sleep, one head stays awake. LV. 28 #85
34/64◆✿

Dratini 40 HP ⊛
Basic Pokémon
Dragon Pokémon. Length: 5' 11", Weight: 7 lbs.
W: — R: ◉ -30 RC: ⊛
⊛ **Pound** Damage: 10
Long considered a mythical Pokémon until recently, when a small colony was found living underwater. LV. 10 #147 26/102◆❶

Dragonair 80 HP ⊛
STAGE 1 (Evolves from Dratini)
Dragon Pokémon. Length: 13' 1", Weight: 36 lbs.
W: — R: ◉ -30 RC: ⊛⊛
⊛⊛⊛ **Slam** Flip 2 coins. This attack does 30 damage times the number of heads. Damage: 30x
⊛⊛⊛⊛ **Hyper Beam** If the Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it. Damage: 20
A mystical Pokémon that exudes a gentle aura._Has the ability to change climate conditions. LV. 33 #148 18/102★❶

Dragonite 100 HP ⊛
STAGE 2 (Evolves from Dragonair)
Dragon Pokémon. Length: 7' 3", Weight: 463 lbs.
W: — R: ✊ -30 RC: ⊛
Pokémon Power: Step In Once during your turn *(before your attack)*, if Dragonite is on your Bench, you may switch it with your Active Pokémon.
⊛⊛⊛⊛ **Slam** Flip 2 coins. This attack does 40 damage times the number of heads. Damage: 40x
An extremely rarely seen marine Pokémon. Its intelligence is said to match that of humans. LV. 45 #149
4/62☆, 19/62★◈

Dragonite 90 HP ⊛
STAGE 2 (Evolves from Dragonair)
Dragon Pokémon. Length: 7' 3", Weight: 463 lbs.
W: — R: ✊ -30 RC: ⊛⊛
Pokémon Power: Special Delivery Once during your turn *(before your attack)*, you may draw a card. If you do, choose a card from your hand and put it on top of your deck. This power can't be used if Dragonite is Asleep, Confused, or Paralyzed.
⊛⊛⊛ **Supersonic Flight** Flip a coin. If tails, this attack does nothing. Damage: 60
This Pokémon can fly in spite of its large bulk. It is said to be able to circumnavigate the earth in just 16 hours. LV. 43 #149 5◓

Eevee 50 HP ⊛
Basic Pokémon
Evolution Pokémon. Length: 1' 0", Weight: 14 lbs.
W: ✊ R: ◉ -30 RC: ⊛
⊛ **Tail Wag** Flip a coin. If heads, the Defending Pokémon can't attack Eevee during your opponent's next turn. *(Benching either Pokémon ends this effect.)*
⊛⊛ **Quick Attack** Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage. Damage: 10+
Its genetic code is irregular. It may mutate if it is exposed to radiation from elemental stones. LV. 12 #133 51/64●✿

Farfetch'd 50 HP ⊛
Basic Pokémon
Wild Duck Pokémon. Length: 2' 7", Weight: 33 lbs.
W: ⚡ R: ✊ -30 RC: ⊛
⊛ **Leek Slap** Flip a coin. If tails, this attack does nothing. Either way, you can't use this attack again as long as Farfetch'd stays in play *(even putting Farfetch'd on the Bench won't let you use it again)*. Damage: 30
⊛⊛⊛ **Pot Smash** Damage: 30
The sprig of green onions it holds is its weapon. This sprig is used much like a metal sword. LV. 20 #83 27/102◆❶

Jigglypuff 60 HP ⊛
Basic Pokémon
Balloon Pokémon. Length: 1' 8", Weight: 12 lbs.
W: ✊ R: ◉ -30 RC: ⊛
⊛ **Lullaby** The Defending Pokémon is now Asleep.
⊛⊛ **Pound** Damage: 20
When its huge eyes light up, it sings a mysteriously soothing melody that lulls its enemies to sleep. LV. 14 #39
54/64●✿

Wigglytuff 80 HP ⊛
STAGE 1 (Evolves from Jigglytuff)
Balloon Pokémon. Length: 3' 3", Weight: 26 lbs.
W: ✊ R: ◉ -30 RC: ⊛⊛
⊛ **Lullaby** The Defending Pokémon is now Asleep.
⊛⊛⊛ **Do the Wave** Does 10 damage plus 10 more damage for each of your Benched Pokémon. Damage: 10+
The body is soft and rubbery. When angered, it will suck in air and inflate itself to an enormous size. LV. 36 #40
16/64☆, 32/64★✿

Kangaskhan 90 HP ⊛
Basic Pokémon
Parent Pokémon. Length: 7' 3", Weight: 176 lbs.
W: ✊ R: 👁 -30 RC: ⊛⊛⊛
⊛ **Fetch** Draw a card.
⊛⊛⊛⊛ **Comet Punch** Flip 4 coins. This attack does 20 damage times the number of heads. Damage: 20x
The infant rarely ventures out of its mother's protective pouch until it is three years old. LV. 40 #115
5/64★, 21/64★

Lickitung 90 HP ⊛
Basic Pokémon
Licking Pokémon. Length: 3' 11", Weight: 144 lbs.
W: ✊ R: 👁 -30 RC: ⊛⊛⊛
⊛ **Tongue Wrap** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 10
⊛⊛ **Supersonic** Flip a coin. If heads, the Defending Pokémon is now Confused.
Its tongue can be extended like a chameleon's. It leaves a stinging sensation when it licks enemies. LV. 26 #108
38/64●

Meowth 50 HP ⊛
Basic Pokémon
Scratch Cat Pokémon. Length: 1' 4", Weight: 9 lbs.
W: ✊ R: 👁 -30 RC: —
⊛⊛ **Pay Day** Flip a coin. If heads, draw a card. Damage: 10
Adores circular objects. Wanders the streets on a nightly basis to look for dropped loose change. LV. 15 #52
56/64●

Persian 70 HP ⊛
STAGE 1 (Evolves from Meowth)
Classy Cat Pokémon. Length: 3' 3", Weight: 71 lbs.
W: ✊ R: 👁 -30 RC: —
⊛⊛ **Scratch** Damage: 20
⊛⊛⊛ **Pounce** If the Defending Pokémon attacks Persian during your opponent's next turn, any damage done by the attack is reduced by 10 *(after applying Weakness and Resistance)*. *(Benching either Pokémon ends this effect.)* Damage: 30
Although its fur has many admirers, it is tough to raise as a pet because of its fickle meanness. LV. 25 #53
42/64◆

Pidgey 40 HP ⊛
Basic Pokémon
Tiny Bird Pokémon. Length: 1' 0", Weight: 4 lbs.
W: ⚡ R: ✊ -30 RC: ⊛
⊛⊛ **Whirlwind** If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. *(Do the damage before switching the Pokémon.)* Damage: 10
A common sight in forests and woods. It flaps its wings at ground level to kick up blinding sand. LV. 8 #16
57/102●

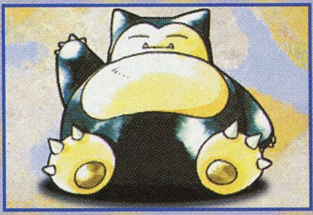
Pidgeotto 60 HP ⊛
STAGE 1 (Evolves from Pidgey)
Bird Pokémon. Length: 3' 7", Weight: 66 lbs.
W: ⚡ R: ✊ -30 RC: ⊛
⊛⊛ **Whirlwind** If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. *(Do the damage before switching the Pokémon.)* Damage: 20
⊛⊛⊛ **Mirror Move** If Pidgeotto was attacked last turn, do the final result of that attack on Pidgeotto to the Defending Pokémon.
Very protective of its sprawling territory, this Pokémon will fiercely peck at any intruder. LV. 36 #17
22/102★

Pidgeot 80 HP ⊛
STAGE 2 (Evolves from Pidgeotto)
Bird Pokémon. Length: 3' 7", Weight: 66 lbs.
W: ⚡ R: ✊ -30 RC: —
⊛⊛ **Wing Attack** Damage: 20
⊛⊛⊛ **Hurricane** Unless this attack Knocks Out the Defending Pokémon, return the Defending Pokémon and all cards attached to it to your opponent's hand. Damage: 30
When hunting, it skims the surface of water at high speed to pick off unwary prey such as Magikarp. LV. 40 #18
8/64★, 24/64★

Porygon 30 HP ⊛
Basic Pokémon
Virtual Pokémon. Length: 2' 7", Weight: 80 lbs.
W: ✊ R: 👁 -30 RC: ⊛
⊛ **Conversion 1** If the Defending Pokémon has a Weakness, you may change it to a type of your choice other than Colorless.
⊛⊛ **Conversion 2** Change Porygon's Resistance to a type of your choice other than Colorless.
A Pokémon that consists entirely of programming code. Capable of moving freely in cyberspace. LV. 12 #137
39/102◆

Rattata 30 HP ⊛
Basic Pokémon
Rat Pokémon. Length: 1' 0", Weight: 8 lbs.
W: ✊ R: 👁 -30 RC: —
⊛ **Bite** Damage: 20
Bites anything when it attacks. Small and very quick, it is a common sight in many places. LV. 9 #19
61/102●

Raticate 60 HP ⊛
STAGE 1 (Evolves from Rattata)
Rat Pokémon. Length: 2' 4", Weight: 41 lbs.
W: ✊ R: 👁 -30 RC: ⊛
⊛ **Bite** Damage: 20
⊛⊛⊛ **Super Fang** Does damage to the Defending Pokémon equal to half the Defending Pokémon's remaining HP *(rounded up to the nearest 10)*. Damage: ?
It uses its whiskers to maintain its balance. It seems to slow down if they are cut off. LV. 41 #20
40/102◆



Snorlax 90 HP ⊛
Basic Pokémon
Sleeping Pokémon. Length: 6' 11", Weight: 1,014 lbs.
W: ✊ R: 👁 -30 RC: ⊛⊛⊛⊛
Pokémon Power: Thick Skinned
Snorlax can't become Asleep, Confused, Paralyzed, or Poisoned. This power can't be used if Snorlax is already Asleep, Confused, or Paralyzed.
⊛⊛⊛⊛ **Body Slam** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 30
Very lazy. Just eats and sleeps. As its rotund bulk builds, it becomes steadily more slothful. LV. 20 #143
11/64★, 27/64★

Spearow 50 HP ⊛
Basic Pokémon
Tiny Bird Pokémon. Length: 1' 0", Weight: 4 lbs.
W: ⚡ R: ✊ -30 RC: —
⊛ **Peck** Damage: 10
⊛⊛⊛ **Mirror Move** If Spearow was attacked last turn, do the final result of that attack on Spearow to the Defending Pokémon.
Eats bugs in grassy areas. It has to flap its short wings at high speed to stay airborne. LV. 13 #21
62/64●

Fearow 70 HP ⊛
STAGE 1 (Evolves from Spearow)
Beak Pokémon. Length: 3' 11", Weight: 84 lbs.
W: ⚡ R: ✊ -30 RC: —
⊛⊛⊛ **Agility** Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Fearow. Damage: 20
⊛⊛⊛⊛ **Drill Peck** Damage: 40
With its huge and magnificent wings, it can keep aloft without ever having to land for rest. LV. 27 #22
36/64◆

Tauros 60 HP ⊛
Basic Pokémon
Wild Bull Pokémon. Length: 4' 7", Weight: 195 lbs.
W: ✊ R: 👁 -30 RC: ⊛⊛
⊛⊛ **Stomp** Flip a coin. If heads, this attack does 20 damage plus 10 more damage; if tails, this attack does 20 damage. Damage: 20+
⊛⊛⊛ **Rampage** Does 20 damage plus 10 more damage for each damage counter on Tauros. Flip a coin. If tails, Tauros is now Confused *(after doing damage)*. Damage: 20+
When it targets an enemy, it charges furiously while whipping its body with its long tails. LV. 32 #128
47/64◆

Fighting Energy
✊
97/102●

Aerodactyl 60 HP ✊
STAGE 1 (Evolves from Mysterious Fossil)
Fossil Pokémon. Length: 5' 11", Weight: 130 lbs.
W: 🍃 R: ✊ -30 RC: ⊛⊛
Pokémon Power: Prehistoric Power
No more Evolution cards can be played. This power stops working while Aerodactyl is Asleep, Confused, or Paralyzed.
⊛⊛⊛ **Wing Attack** Damage: 30
A ferocious prehistoric Pokémon that goes for the enemy's throat with its serrated saw-like fangs. LV. 28 #142
1/62★, 16/62★

Cubone 40 HP ✊
Basic Pokémon
Lonely Pokémon. Length: 1' 4", Weight: 14 lbs.
W: 🍃 R: ⚡ -30 RC: ⊛
⊛ **Snivel** If the Defending Pokémon attacks Cubone during your opponent's next turn, any damage done by the attack is reduced by 20 *(after applying Weakness and Resistance)*. *(Benching either Pokémon ends this effect.)*
✊✊ **Rage** Does 10 damage plus 10 more damage for each damage counter on Cubone. Damage: 10+
Because it never removes its skull helmet, no one has ever seen this Pokémon's real face. LV. 13 #104
50/64●

Marowak 60 HP ✊
STAGE 1 (Evolves from Cubone)
Bonekeeper Pokémon. Length: 3' 3", Weight: 99 lbs.
W: 🍃 R: ⚡ -30 RC: ⊛
✊✊ **Bonemerang** Flip 2 coins. This attack does 30 damage times the number of heads. Damage: 30x
✊✊⊛ **Call for Friend** Search your deck for a ✊ Basic Pokémon card and put it onto your Bench. Shuffle your deck afterward. *(You can't use this attack if your Bench is full.)*
The bone it holds is its key weapon. It throws the bone skillfully like a boomerang to K.O. targets. LV. 26 #105
39/64●

Diglett 30 HP ✊
Basic Pokémon
Mole Pokémon. Length: 0' 8", Weight: 2 lbs.
W: 🍃 R: ⚡ -30 RC: —
✊ **Dig** Damage: 10
✊✊ **Mud Slap** Damage: 30
Lives about three feet underground, where it feeds on plant roots. It sometimes appears above ground. LV. 8 #50
47/102●

Dugtrio 70 HP ✊
STAGE 1 (Evolves from Diglett)
Mole Pokémon. Length: 2' 4", Weight: 73 lbs.
W: 🍃 R: ⚡ -30 RC: ⊛⊛
✊✊⊛ **Slash** Damage: 40
✊✊✊✊ **Earthquake** Does 10 damage to each of your own Benched Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)* Damage: 70
A team of Diglett triplets. It triggers huge earthquakes by burrowing 60 miles underground. LV. 36 #51
19/102★

Geodude 50 HP ✊
Basic Pokémon
Rock Pokémon. Length: 1' 4", Weight: 44 lbs.
W: 🍃 R: — RC: ⊛
✊⊛ **Stone Barrage** Flip a coin until you get tails. This attack does 10 damage times the number of heads. Damage: 10x
Found in fields and mountains. Mistaking them for boulders, people often step or trip on them. LV. 16 #74
47/62●

Graveler 60 HP ✊
STAGE 1 (Evolves from Geodude)
Rock Pokémon. Length: 3' 3", Weight: 232 lbs.
W: 🍃 R: — RC: ⊛⊛
✊✊ **Harden** During your opponent's next turn, whenever 30 or less damage is done to Graveler *(after applying Weakness and Resistance)*, prevent that damage. *(Any other effects of attacks still happen.)*
✊✊⊛ **Rock Throw** Damage: 40
Rolls down slopes to move. It rolls over any obstacle without slowing or changing its direction. LV. 29 #75
37/62◆

Golem 80 HP ✊
STAGE 2 (Evolves from Graveler)
Megaton Pokémon. Length: 4' 7", Weight: 662 lbs.
W: 🍃 R: — RC: ⊛⊛⊛⊛
✊✊✊⊛ **Avalanche** Damage: 60
✊✊✊✊ **Selfdestruct** Does 20 damage to each Pokémon on each player's Bench. *(Don't apply Weakness and Resistance for Benched Pokémon.)* Golem does 100 damage to itself. Damage: 100
Its boulder-like body is extremely hard. It can easily withstand dynamite blasts without damage. LV. 36 #76
36/62◆

Hitmonchan 70 HP ✊
Basic Pokémon
Punching Pokémon. Length: 4' 7", Weight: 111 lbs.
W: 👁 R: — RC: ⊛⊛
✊ **Jab** Damage: 20
✊✊⊛ **Special Punch** Damage: 40
While seeming to do nothing, it fires punches in lightning-fast volleys that are impossible to see. LV. 33 #107
7/102★

Hitmonlee 60 HP ✊
Basic Pokémon
Kicking Pokémon. Length: 4' 11", Weight: 110 lbs.
W: 👁 R: — RC: ⊛
✊✊ **Stretch Kick** If your opponent has any Benched Pokémon, choose 1 of them and this attack does 20 damage to it. *(Don't apply Weakness and Resistance for Benched Pokémon.)*
✊✊✊ **High Jump Kick** Damage: 50
When in a hurry, its legs lengthen progressively. It runs smoothly with extra long, loping strides. LV. 30 #106
7/62★, 22/62★

Kabuto 30 HP ✊
STAGE 1 (Evolves from Mysterious Fossil)

Shellfish Pokémon. Length: 1' 8", Weight: 25 lbs.
W: 🍃 R: — RC: ⊛
Pokémon Power: Kabuto Armor Whenever an attack *(even your own)* does damage to Kabuto *(after applying Weakness and Resistance)*, that attack only does half the damage to Kabuto (rounded down to the nearest 10). *(Any other effects of attacks still happen.)* This power stops working while Kabuto is Asleep, Confused, or Paralyzed.
⊛ **Scratch** Damage: 10
A Pokémon that was resurrected from a fossil found in what was once the ocean floor eons ago. LV. 9 #140 50/62●

Kabutops 60 HP ✊
STAGE 2 (Evolves from Kabuto)
Shellfish Pokémon. Length: 4' 3", Weight: 89 lbs.
W: 🍃 R: — RC: ⊛
✊✊ **Sharp Sickle** Damage: 30
✊✊✊✊ **Absorb** Remove a number of damage counters from Kabutops equal to half the damage done to the Defending Pokémon *(after applying Weakness and Resistance)* (rounded up to the nearest 10). If Kabutops has fewer damage counters than that, remove all of them. Damage: 40
Its sleek shape is perfect for swimming. It slashes prey with its claws and drains the body fluids. LV. 30 #141 9/62★, 24/62★

Machop 50 HP ✊
Basic Pokémon
Superpower Pokémon. Length: 2' 7", Weight: 43 lbs.
W: 👁 R: — RC: ⊛
✊ **Low Kick** Damage: 20
Loves to build its muscles. It trains in all styles of martial arts to become even stronger. LV. 20 #66 52/102●

Machoke 80 HP ✊
STAGE 1 (Evolves from Machop)
Superpower Pokémon. Length: 4' 11", Weight: 155 lbs.
W: 👁 R: — RC: ⊛⊛⊛
✊✊⊛ **Karate Chop** Does 50 damage minus 10 damage for each damage counter on Machoke. Damage: 50-
✊✊✊⊛ **Submission** Machoke does 20 damage to itself. Damage: 60
Its muscular body is so powerful that it must wear a power-save belt to help regulate its motions. LV. 40 #67 34/102◆

Machamp 100 HP ✊
STAGE 2 (Evolves from Machoke)
Superpower Pokémon. Length: 5' 3", Weight: 287 lbs.
W: 👁 R: — RC: ⊛⊛⊛
Pokémon Power: Strikes Back Whenever your opponent's attack damages Machamp (even if Machamp is Knocked Out), this power does 10 damage to the attacking Pokémon. *(Don't apply Weakness and Resistance.)* This power can't be used if Machamp is already Asleep, Confused, or Paralyzed when your opponent attacks.
✊✊✊⊛ **Seismic Toss** Damage: 60
Using its amazing muscles, it throws powerful punches that can knock its victim clear over the horizon. LV. 67 #68 8/102★

Mankey 30 HP ✊
Basic Pokémon
Pig Monkey Pokémon. Length: 1' 8", Weight: 62 lbs.
W: 👁 R: — RC:
Pokémon Power: Peek Once during your turn *(before your attack)*, you may look at one of the following: the top card of either player's deck, a random card from your opponent's hand, or one of either player's Prizes. This power can't be used if Mankey is Asleep, Confused, or Paralyzed.
⊛ **Scratch** Damage: 10
Extremely quick to anger. It could be docile one moment, then thrashing away the next. LV. 7 #56 55/64●

Primeape 70 HP ✊
STAGE 1 (Evolves from Mankey)
Pig Monkey Pokémon. Length: 3' 3", Weight: 71 lbs.
W: 👁 R: — RC: ⊛
✊✊ **Fury Swipes** Flip 3 coins. This attack does 20 damage times the number of heads. Damage: 20x
✊✊⊛ **Tantrum** Flip a coin. If tails, Primeape is now Confused *(after doing damage)*. Damage: 50
Always furious and tenacious to boot. It will not abandon chasing its quarry until its quarry is caught. LV. 35 #57 43/64◆

Onix 90 HP ✊
Basic Pokémon
Rock Snake Pokémon. Length: 28' 10", Weight: 463 lbs.
W: 🍃 R: — RC: ⊛⊛⊛
✊ **Rock Throw** Damage: 10
✊✊ **Harden** During your opponent's next turn, whenever 30 or less damage is done to Onix *(after applying Weakness and Resistance)*, prevent that damage. *(Any other effects of attacks still happen.)*
As it grows, the stone portions of its body harden to become similar to a diamond, though colored black. LV. 12 #95 56/102●

Rhyhorn 70 HP ✊
Basic Pokémon
Spikes Pokémon. Length: 3' 3", Weight: 254 lbs.
W: 🍃 R: ⚡ -30 RC: ⊛⊛⊛
⊛ **Leer** Flip a coin. If heads, the Defending Pokémon can't attack Rhyhorn during your opponent's next turn. *(Benching either Pokémon ends this effect.)*
✊⊛⊛ **Horn Attack** Damage: 30
Its massive bones are 1,000 times harder than human bones. It can easily knock a trailer flying. LV. 18 #111 61/64●

Rhydon 100 HP ✊
STAGE 1 (Evolves from Rhyhorn)
Drill Pokémon. Length: 6' 3", Weight: 265 lbs.
W: 🍃 R: ⚡ -30 RC: ⊛⊛⊛
✊⊛⊛ **Horn Attack** Damage: 30
✊✊✊✊ **Ram** Rhydon does 20 damage to itself. If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. *(Do the damage before switching the Pokémon. Switch the Pokémon even if Rhydon is Knocked Out.)* Damage: 50
Protected by an armor-like hide, it is capable of living in molten lava of 3600 degrees. LV. 48 #112 45/64◆

Sandshrew 40 HP ✊
Basic Pokémon
Mouse Pokémon. Length: 2' 0", Weight: 26 lbs.
W: 🍃 R: ⚡ -30 RC: ⊛
✊ **Sand-attack** If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, this attack does nothing. Damage: 10
Burrows deep underground in arid locations far from water. It only emerges to hunt for food. LV. 12 #27 62/102●

Sandslash 70 HP ✊
STAGE 1 (Evolves from Sandshrew)
Mouse Pokémon. Length: 3' 3", Weight: 65 lbs.
W: 🍃 R: ⚡ −30 RC: ⊛
⊛⊛ **Slash** Damage: 20
✊✊ **Fury Swipes** Flip 3 coins. This attack does 20 damage times the number of heads. Damage: 20x
Curls up into a spiny ball when threatened. It can roll while curled up to attack or escape. LV. 33 #28 41/62◆

Fire Energy
🔥 98/102●

Charmander 50 HP 🔥
Basic Pokémon
Lizard Pokémon. Length: 2' 0", Weight: 19 lbs.
W: 💧 R: — RC: ⊛
⊛ **Scratch** Damage: 10
🔥⊛ **Ember** Discard 1 🔥 Energy card attached to Charmander in order to use this attack. Damage: 30
Obviously prefers hot places. If it gets caught in the rain, steam is said to spout from the tip of its tail. LV. 10 #4 46/102●

Charmeleon 80 HP 🔥
STAGE 1 (Evolves from Charmander)
Flame Pokémon. Length: 3' 7", Weight: 42 lbs.
W: 💧 R: — RC: ⊛
⊛⊛⊛ **Slash** Damage: 30
🔥🔥⊛ **Flamethrower** Discard 1 🔥 Energy card attached to Charmeleon in order to use this attack. Damage: 50
When it swings its burning tail, it raises the temperature to unbearably high levels. LV. 32 #5 24/102◆

Charizard 120 HP 🔥
STAGE 2 (Evolves from Charmeleon)
Flame Pokémon. Length: 5' 7", Weight: 200 lbs.
W: 💧 R: ✊ -30 RC: ⊛⊛⊛
Pokémon Power: Energy Burn As often as you like during your turn *(before your attack)*, you may turn all Energy attached to Charizard into 🔥 Energy for the rest of the turn. This power can't be used if Charizard is Asleep, Confused, or Paralyzed.
🔥🔥🔥🔥 **Fire Spin** Discard 2 Energy cards attached to Charizard in order to use this attack. Damage: 100
Spits fire that is hot enough to melt boulders. Known to unintentionally cause forest fires. LV. 76 #6 4/102★

Flareon 70 HP 🔥
STAGE 1 (Evolves from Eevee)
Flame Pokémon. Length: 2' 11", Weight: 55 lbs.
W: 💧 R: — RC: ⊛
⊛⊛ **Quick Attack** Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage. Damage: 10+
🔥🔥⊛⊛ **Flamethrower** Discard 1 🔥 Energy card attached to Flareon in order to use this attack. Damage: 60
When storing thermal energy in its body, its temperature could soar to over 1600 degrees. LV. 28 #136 3/64★, 19/64★

Growlithe 60 HP 🔥
Basic Pokémon
Puppy Pokémon. Length: 2' 4", Weight: 42 lbs.
W: 💧 R: — RC: ⊛
🔥⊛ **Flare** Damage: 20
Very protective of its territory. It will bark and bite to repel intruders from its space. LV. 18 #58 28/102◆

Arcanine 100 HP 🔥
STAGE 1 (Evolves from Growlithe)
Legendary Pokémon. Length: 6' 3", Weight: 342 lbs.
W: 💧 R: — RC: ⊛⊛⊛
🔥🔥⊛ **Flamethrower** Discard 1 🔥 Energy card attached to Arcanine in order to use this attack. Damage: 50
🔥🔥⊛⊛ **Take Down** Arcanine does 30 damage to itself. Damage: 80
A Pokémon that has been long admired for its beauty. It runs gracefully, as if on wings. LV. 45 #59 23/102◆

Magmar 50 HP 🔥
Basic Pokémon
Spitfire Pokémon. Length: 4' 3", Weight: 98 lbs.
W: 💧 R: — RC: ⊛⊛
🔥🔥 **Fire Punch** Damage: 30
🔥🔥⊛ **Flamethrower** Discard 1 🔥 Energy card attached to Magmar in order to use this attack. Damage: 50
Its body always burns with an orange glow that enables it to hide perfectly among flames. LV. 24 #126 36/102◆

Magmar 70 HP 🔥
Basic Pokémon
Spitfire Pokémon. Length: 4' 3", Weight: 98 lbs.
W: 💧 R: — RC: ⊛
🔥 **Smokescreen** If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing. Damage: 10
🔥🔥 **Smog** Flip a coin. If heads, the Defending Pokémon is now Poisoned. Damage: 20
Found at the mouths of volcanoes and extremely hard to spot. There are very few instances of capturing this Pokémon. LV. 31 #126 39/62◆

Moltres 70 HP 🔥
Basic Pokémon
Flame Pokémon. Length: 6' 7", Weight: 132 lbs.
W: — R: ✊ -30 RC: ⊛⊛
🔥 **Wildfire** You may discard any number of 🔥 Energy cards attached to Moltres when you use this attack. If you do, discard that many cards from the top of your opponent's deck.
🔥🔥🔥🔥 **Dive Bomb** Flip a coin. If tails, this attack does nothing. Damage: 80
Known as the legendary bird of fire. Every flap of its wings creates a dazzling flash of flames. LV. 35 #146 12/62★, 27/62★

Ponyta 40 HP 🔥
Basic Pokémon
Fire Horse Pokémon. Length: 3' 3", Weight: 66 lbs.
W: 💧 R: — RC: ⊛
⊛⊛ **Smash Kick** Damage: 20
🔥🔥 **Flame Tail** Damage: 30
Its hooves are 10 times harder than diamonds. It can trample anything flat in moments. LV. 10 #77 60/102●

Rapidash 70 HP 🔥
STAGE 1 (Evolves from Ponyta)
Fire Horse Pokémon. Length: 5' 7", Weight: 209 lbs.
W: 💧 R: — RC: —
⊛⊛ **Stomp** Flip a coin. If heads, this attack does 20 damage plus 10 more damage; if tails, this attack does 20 damage. Damage: 20+
🔥🔥⊛ **Agility** Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Rapidash. Damage: 30
Very competitive, this Pokémon will chase anything that moves fast in the hopes of racing it. LV. 33 #78 44/64◆

Vulpix 50 HP 🔥
Basic Pokémon
Fox Pokémon. Length: 2' 0", Weight: 22 lbs.
W: 💧 R: — RC: ⊛
🔥🔥 **Confuse Ray** Flip a coin. If heads, the Defending Pokémon is now Confused. Damage: 10
At the time of birth, it has just one tail. Its tail splits from the tip as it grows older. LV. 11 #37 68/102●

Ninetales 80 HP 🔥
STAGE 1 (Evolves from Vulpix)
Fox Pokémon. Length: 3' 7", Weight: 44 lbs.
W: 💧 R: — RC: ⊛
⊛⊛ **Lure** If your opponent has any Benched Pokémon, choose 1 of them and switch it with his or her Active Pokémon.

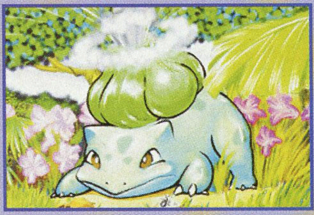
🔥🔥🔥🔥 **Fire Blast** Discard 1 🔥 Energy card attached to Ninetales in order to use this attack. Damage: 80
Very smart and very vengeful. Grabbing one of its many tails could result in a 1,000-year curse. LV. 32 #38
12/102★

Grass Energy
🍃 99/102●

Bellsprout 40 HP 🍃
Basic Pokémon
Flower Pokémon. Length: 2' 4", Weight: 9 lbs.
W: 🔥 R: — RC: ✱
🍃 **Vine Whip** Damage: 10
🍃 **Call for Family** Search your deck for a Basic Pokémon named Bellsprout and put it onto your Bench. Shuffle your deck afterward. *(You can't use this attack if your Bench is full.)*
A carnivorous Pokémon that traps and eats bugs. It uses its root feet to soak up needed moisture. LV. 11 #69 49/64●

Weepinbell 70 HP 🍃
STAGE 1 (Evolves from Bellsprout)
Flycatcher Pokémon. Length: 3' 3", Weight: 14 lbs.
W: 🔥 R: — RC: ✱
🍃 **Poisonpowder** Flip a coin. If heads, the Defending Pokémon is now Poisoned. Damage: 10
🍃🍃 **Razor Leaf** Damage: 30
It spits out poisonpowder to immobilize the enemy, and then finishes the enemy with a spray of acid. LV. 28 #70
48/64◆

Victreebel 80 HP 🍃
STAGE 2 (Evolves from Weepinbell)
Flycatcher Pokémon. Length: 5' 7", Weight: 34 lbs.
W: 🔥 R: — RC: ✱✱
🍃 **Lure** If your opponent has any Benched Pokémon, choose 1 of them and switch it with his or her Active Pokémon.
🍃🍃 **Acid** Flip a coin. If heads, the Defending Pokémon can't retreat during your opponent's next turn. Damage: 20
Said to live in huge colonies deep in jungles, although no one has ever returned from there. LV. 42 #71
14/64★, 30/64★



Bulbasaur 40 HP 🍃
Basic Pokémon
Seed Pokémon. Length: 2' 4", Weight: 15 lbs.
W: 🔥 R: — RC: ✱
🍃🍃 **Leech Seed** Unless all damage from this attack is prevented, you may remove 1 damage counter from Bulbasaur. Damage: 20
A strange seed was planted on its back at birth. Thus, a plant sprouted and now grows with this Pokémon. LV. 13 #1 44/102●

Ivysaur 60 HP 🍃
STAGE 1 (Evolves from Bulbasaur)
Seed Pokémon. Length: 3' 3", Weight: 29 lbs.
W: 🔥 R: — RC: ✱
🍃✱✱ **Vine Whip** Damage: 30
🍃🍃🍃 **Poisonpowder** The Defending Pokémon is now Poisoned. Damage: 20
When the bulb on its back grows large, the Pokémon seems to lose the ability to stand on its hind legs. LV. 20 #2 30/102◆

Venusaur 100 HP 🍃
STAGE 2 (Evolves from Ivysaur)
Seed Pokémon. Length: 6' 7", Weight: 221 lbs.
W: 🔥 R: — RC: ✱✱
Pokémon Power: Energy Transfer As often as you like during your turn *(before your attack)*, you may take 1 🍃 Energy card attached to 1 of your own Pokémon and attach it to a different one. This power can't be used if Venusaur is Asleep, Confused, or Paralyzed.
🍃🍃🍃🍃 **Solarbeam** Damage: 60
This plant blooms when it is absorbing solar energy. It stays on the move to seek sunlight. LV. 67 #3 15/102★

Ekans 40 HP 🍃
Basic Pokémon
Snake Pokémon. Length: 6' 7", Weight: 15 lbs.
W: 👁 R: — RC: ✱
🍃 **Spit Poison** Flip a coin. If heads, the Defending Pokémon is now Poisoned.
🍃✱ **Wrap** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 20
Moves silently and stealthily. Eats the eggs of birds such as Pidgey and Spearow whole. LV. 10 #23 46/62●

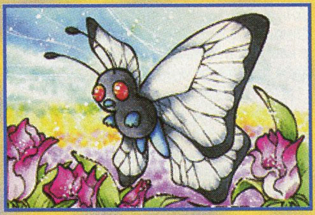
Arbok 60 HP 🍃
STAGE 1 (Evolves from Ekans)
Cobra Pokémon. Length: 11' 6", Weight: 143 lbs.
W: 👁 R: — RC: ✱✱
🍃 **Terror Strike** Flip a coin. If heads and if your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. *(Do the damage before switching the Pokémon.)* Damage: 10
🍃🍃✱ **Poison Fang** The Defending Pokémon is now Poisoned. Damage: 20
It is rumored that the ferocious warning markings on its belly differ from area to area. LV. 27 #24 31/62◆

Exeggcute 50 HP 🍃
Basic Pokémon
Egg Pokémon. Length: 1' 4", Weight: 6 lbs.
W: 🔥 R: — RC: ✱
👁 **Hypnosis** The Defending Pokémon is now Asleep.
🍃🍃 **Leech Seed** Unless all damage from this attack is prevented, you may remove 1 damage counter from Exeggcute. Damage: 20
Often mistaken for eggs. When disturbed, they quickly gather and attack in swarms. LV. 14 #102 52/64●

Exeggutor 80 HP 🍃
STAGE 1 (Evolves from Exeggcute)
Coconut Pokémon. Length: 6' 7", Weight: 265 lbs.
W: 🔥 R: — RC: ✱✱✱
👁 **Teleport** Switch Exeggutor with 1 of your Benched Pokémon.
✱ **Big Eggsplosion** Flip a number of coins equal to the number of Energy attached to Exeggutor. This attack does 20 damage times the number of heads. Damage: 20x
Legend has it that on rare occasions, one of its heads will drop off and continue on as an Exeggcute. LV. 35 #103
35/64◆

Caterpie 40 HP 🍃
Basic Pokémon
Worm Pokémon. Length: 1' 0", Weight: 6 lbs.
W: 🔥 R: — RC: ✱
🍃 **String Shot** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 10
Its short feet are tipped with suction pads that enable it to tirelessly climb slopes and walls. LV. 13 #10 45/102●

Metapod 70 HP 🍃
STAGE 1 (Evolves from Caterpie)
Cocoon Pokémon. Length: 2' 4", Weight: 22 lbs.
W: 🔥 R: — RC: ✱✱
✱✱ **Stiffen** Flip a coin. If heads, prevent all damage done to Metapod during your opponent's next turn. *(Any other effects of attacks still happen.)*
🍃🍃 **Stun Spore** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 20
It is vulnerable to attack because its shell is soft, exposing its weak and tender body. LV. 21 #11 54/102●



Butterfree 70 HP 🍃
STAGE 2 (Evolves from Metapod)
Butterfly Pokémon. Length: 3' 7", Weight: 71 lbs.
W: 🔥 R: -30 RC: —
✱✱ **Whirlwind** If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. *(Do the damage before switching the Pokémon.)* Damage: 20
🍃🍃🍃🍃 **Mega Drain** Remove a number of damage counters from Butterfree equal to half the damage done to the Defending Pokémon *(after applying Weakness and Resistance)* (rounded up to the nearest 10). Damage: 40
In battle, it flaps its wings at high speed to release highly toxic dust into the air. LV. 28 #12 33/64◆

Grimer 50 HP 🍃
Basic Pokémon
Sludge Pokémon. Length: 2' 11", Weight: 66 lbs.
W: 👁 R: — RC: ✱
✱ **Nasty Goo** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 10
🍃 **Minimize** All damage done by attacks to Grimer during your opponent's next turn is reduced by 20 *(after applying Weakness and Resistance).*
Appears in filthy areas. Thrives by sucking up polluted sludge that is pumped out of factories. LV. 17 #88 48/62●

Muk 70 HP 🍃
STAGE 1 (Evolves from Grimer)
Sludge Pokémon. Length: 3' 11", Weight: 66 lbs.
W: 👁 R: — RC: ✱✱
Pokémon Power: Toxic Gas Ignore all Pokémon Powers other than Toxic Gases. This power stops working while Muk is Asleep, Confused, or Paralyzed.
🍃🍃🍃 **Sludge** Flip a coin. If heads, the Defending Pokémon is now Poisoned. Damage: 30
Thickly covered with a filthy, vile sludge. It is so toxic, even its footprints contain poison. LV. 34 #89
13/62★, 28/62★

Koffing 50 HP 🍃
Basic Pokémon
Poison Gas Pokémon. Length: 2' 0", Weight: 2 lbs.
W: 👁 R: — RC: ✱
🍃🍃 **Foul Gas** Flip a coin. If heads, the Defending Pokémon is now Poisoned; if tails, it is now Confused. Damage: 10
Because it stores several kinds of toxic gases in its body, it is prone to exploding without warning. LV. 13 #109 51/102●

Weezing 60 HP 🍃
STAGE 1 (Evolves from Koffing)
Poison Gas Pokémon. Length: 3' 11", Weight: 21 lbs.
W: 👁 R: — RC: ✱
🍃🍃 **Smog** Flip a coin. If heads, the Defending Pokémon is now Poisoned. Damage: 20
🍃🍃✱ **Selfdestruct** Does 10 damage to each Pokémon on each player's Bench. *(Don't apply Weakness and Resistance for Benched Pokémon.)* Weezing does 60 damage to itself. Damage: 60
Where two kinds of poison gases meet, two Koffings can fuse into a Weezing over many years. LV. 27 #110 45/62◆

Nidoran ♀ 60 HP 🍃
Basic Pokémon
Poison Pin Pokémon. Length: 1' 4", Weight: 15 lbs.
W: 👁 R: — RC: ✱
🍃 **Fury Swipes** Flip 3 coins. This attack does 10 damage times the number of heads. Damage: 10x
🍃🍃 **Call for Family** Search your deck for a Basic Pokémon named Nidoran ♀ or Nidoran ♂ and put it onto your Bench. Shuffle your deck afterward. *(You can't use this attack if your Bench is full.)*
Although small, its venomous barbs make this Pokémon dangerous. The female has smaller horns. LV. 13 #29
57/64●

Nidorina 70 HP 🍃
STAGE 1 (Evolves from Nidoran ♀)
Poison Pin Pokémon. Length: 2' 7", Weight: 44 lbs.
W: 👁 R: — RC: ✱
🍃 **Supersonic** Flip a coin. If heads, the Defending Pokémon is now Confused.
🍃✱✱ **Double Kick** Flip 2 coins. This attack does 30 damage times the number of heads. Damage: 30x
The female's horn develops slowly. Prefers physical attacks such as clawing and biting. LV. 24 #30 40/64◆

Nidoqueen 90 HP 🍃
STAGE 2 (Evolves from Nidorina)
Drill Pokémon. Length: 4' 3", Weight: 132 lbs.
W: 👁 R: — RC: ✱✱✱
🍃✱ **Boyfriends** Does 20 damage plus 20 more damage for each Nidoking you have in play. Damage: 20+
🍃🍃✱✱ **Mega Punch** Damage: 50
Its hard scales provide strong protection. It uses its hefty bulk to execute powerful moves. LV. 43 #31 7/64★, 23/64★

Nidoran ♂ 40 HP 🍃
Basic Pokémon
Poison Pin Pokémon. Length: 1' 4", Weight: 15 lbs.
W: 👁 R: — RC: ✱
🍃 **Horn Hazard** Flip a coin. If tails, this attack does nothing. Damage: 30
Stiffens its ears to sense danger. The larger, more powerful of its horns secretes venom. LV. 20 #32 55/102●

Nidorino 60 HP 🍃
STAGE 1 (Evolves from Nidoran ♂)
Poison Pin Pokémon. Length: 2' 11", Weight: 43 lbs.
W: 👁 R: — RC: ✱
🍃✱✱ **Double Kick** Flip 2 coins. This attack does 30 damage times the number of heads. Damage: 30x
🍃🍃✱✱ **Horn Drill** Damage: 50
An aggressive Pokémon that is quick to attack. The horn on its head secretes a powerful venom. LV. 25 #33
37/102◆

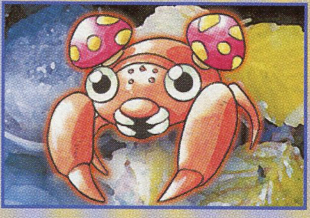
Nidoking 90 HP 🍃
STAGE 2 (Evolves from Nidorino)
Drill Pokémon. Length: 4' 7", Weight: 137 lbs.
W: 👁 R: — RC: ✱✱✱
🍃✱✱ **Thrash** Flip a coin. If heads, this attack does 30 damage plus 10 more damage; if tails, this attack does 30 damage and Nidoking does 10 damage to itself. Damage: 30+
🍃🍃🍃 **Toxic** The Defending Pokémon is now Poisoned. It now takes 20 Poison damage instead of 10 after each player's turn *(even if it was already Poisoned)*. Damage: 20
Uses its powerful tail in battle to smash, constrict, then break its prey's bones. LV. 48 #34 11/102★

Oddish 50 HP 🍃
Basic Pokémon
Weed Pokémon. Length: 1' 8", Weight: 12 lbs.
W: 🔥 R: — RC: ✱
🍃 **Stun Spore** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 10

🍃🍃 **Sprout** Search your deck for a Basic Pokémon named Oddish and put it onto your Bench. Shuffle your deck afterward. *(You can't use this attack if your Bench is full.)*
During the day, it keeps its face buried in the ground. At night, it wanders around sowing its seeds. LV. 8 #43 58/64●

Gloom 60 HP 🍃
STAGE 1 (Evolves from Oddish)
Weed Pokémon. Length: 2' 7", Weight: 19 lbs.
W: 🔥 R: — RC: ✱
🍃 **Poisonpowder** The Defending Pokémon is now Poisoned.
🍃🍃 **Foul Odor** Both the Defending Pokémon and Gloom are now Confused *(after doing damage)*. Damage: 20
The fluid that oozes from its mouth isn't drool; it is a nectar that is used to attract prey. LV. 22 #44 37/64◆

Vileplume 80 HP 🍃
STAGE 2 (Evolves from Gloom)
Flower Pokémon. Length: 3' 11", Weight: 31 lbs.
W: 🔥 R: — RC: ✱✱
Pokémon Power: Heal Once during your turn *(before your attack)*, you may flip a coin. If heads, remove 1 damage counter from 1 of your Pokémon. This power can't be used if Vileplume is Asleep, Confused, or Paralyzed.
🍃🍃🍃 **Petal Dance** Flip 3 coins. This attack does 40 damage times the number of heads. Vileplume is now Confused *(after doing damage)*. Damage: 40x
The larger its petals, the more toxic pollen it contains. Its big head is heavy and hard to hold up. LV. 35 #45 15/64☆, 31/64★



Paras 40 HP 🍃
Basic Pokémon
Mushroom Pokémon. Length: 1' 0", Weight: 12 lbs.
W: 🔥 R: — RC: ✱
✱✱ **Scratch** Damage: 20
🍃🍃 **Spore** The Defending Pokémon is now Asleep.
Burrows to suck tree roots. The mushrooms on its back grow by drawing nutrients from the bug host. LV. 8 #46 59/64●

Parasect 60 HP 🍃
STAGE 1 (Evolves from Paras)
Mushroom Pokémon. Length: 3' 3", Weight: 65 lbs.
W: 🔥 R: — RC: ✱
🍃🍃 **Spore** The Defending Pokémon is now Asleep.
🍃✱✱ **Slash** Damage: 30
A host-parasite pair in which the parasite mushroom has taken over the host bug. Prefers damp places. LV. 28 #47 41/64◆

Pinsir 60 HP 🍃
Basic Pokémon
Stagbeetle Pokémon. Length: 4' 11", Weight: 121 lbs.
W: 🔥 R: — RC: ✱
🍃🍃 **Irongrip** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 20
🍃🍃✱✱ **Guillotine** Damage: 50
If it fails to crush the victim in its pincers, it will swing its victim around and toss it hard. LV. 24 #127 9/64☆, 25/64★

Scyther 70 HP 🍃
Basic Pokémon
Mantis Pokémon. Length: 4' 11", Weight: 123 lbs.
W: 🔥 R: ✊ -30 RC: —
🍃 **Swords Dance** During your next turn, Scyther's Slash attack's base damage is 60 instead of 30.
✱✱✱ **Slash** Damage: 30
With ninja-like agility and speed, it can create the illusion that there is more than one of it. LV. 25 #123 10/64☆, 26/64★

Tangela 50 HP 🍃
Basic Pokémon
Vine Pokémon. Length: 3' 3", Weight: 77 lbs.
W: 🔥 R: — RC: ✱✱
🍃✱ **Bind** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 20
🍃🍃🍃 **Poisonpowder** The Defending Pokémon is now Poisoned. Damage: 20
Its whole body is swathed with wide vines that are similar to seaweed. These vines shake as it walks. LV. 8 #114 66/102●

Venonat 40 HP 🍃
Basic Pokémon
Insect Pokémon. Length: 3' 3", Weight: 66 lbs.
W: 🔥 R: — RC: ✱
🍃 **Stun Spore** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 10
🍃✱ **Leech Life** Remove a number of damage counters from Venonat equal to the damage done to the Defending Pokémon *(after applying Weakness and Resistance)*. Damage: 10
Lives in the shadows of tall trees where it eats insects. It is attracted by light at night. LV. 12 #48 63/64●

Venomoth 70 HP 🍃
STAGE 1 (Evolves from Venonat)
Poisonmoth Pokémon. Length: 4' 11", Weight: 28 lbs.
W: 🔥 R: ✊ -30 RC: —
Pokémon Power: Shift Once during your turn *(before your attack)*, you may change the type of Venomoth to the type of any other Pokémon in play other than Colorless. This power can't be used if Venomoth is Asleep, Confused, or Paralyzed.
🍃🍃 **Venom Powder** Flip a coin. If heads, the Defending Pokémon is now Confused and Poisoned. Damage: 10
The dust-like scales covering its wings are color coded to indicate the kinds of poison it has. LV. 28 #49 13/64☆, 29/64★

Weedle 40 HP 🍃
Basic Pokémon
Hairy Bug Pokémon. Length: 1' 0", Weight: 7 lbs.
W: 🔥 R: — RC: ✱
🍃 **Poison Sting** Flip a coin. If heads, the Defending Pokémon is now Poisoned. Damage: 10
Often found in forests, eating leaves. It has a sharp, venomous stinger on its head. LV. 12 #13 69/102●

Kakuna 80 HP 🍃
STAGE 1 (Evolves from Weedle)
Cocoon Pokémon. Length: 2' 0", Weight: 22 lbs.
W: 🔥 R: — RC: ✱✱
✱✱ **Stiffen** Flip a coin. If heads, prevent all damage done to Kakuna during your opponent's next turn. *(Any other effects of attacks still happen.)*
🍃🍃 **Poisonpowder** Flip a coin. If heads, the Defending Pokémon is now Poisoned. Damage: 20
Almost incapable of moving, this Pokémon can only harden its shell to protect itself from predators. LV. 23 #14 33/102◆

Beedrill 80 HP 🍃
STAGE 2 (Evolves from Kakuna)
Poison Bee Pokémon. Length: 3' 3", Weight: 65 lbs.
W: 🔥 R: ✊ -30 RC: —
✱✱✱ **Twineedle** Flip 2 coins. This attack does 30 damage times the number of heads. Damage: 30x
🍃🍃🍃 **Poison Sting** Flip a coin. If heads, the Defending Pokémon is now Poisoned. Damage: 40
Flies at high speed and attacks using the large, venomous stingers on its forelegs and tail. LV. 32 #15 17/102★

Zubat 40 HP 🍃
Basic Pokémon
Bat Pokémon. Length: 2' 7", Weight: 17 lbs.
W: 👁 R: ✊ −30 RC: —
✱✱ **Supersonic** Flip a coin. If heads, the Defending Pokémon is now Confused.
🍃✱ **Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon *(after applying Weakness and Resistance)*. If Zubat has fewer damage counters than that, remove all of them. Damage: 10
Forms colonies in perpetually dark places. Uses ultrasonic waves to identify and approach targets. LV. 10 #41 57/62●

Golbat 60 HP 🍃
STAGE 1 (Evolves from Zubat)
Bat Pokémon. Length: 5' 3", Weight: 121 lbs.
W: 👁 R: ✊ −30 RC: —
✱✱✱ **Wing Attack** Damage: 30
🍃🍃✱ **Leech Life** Remove a number of damage counters from Golbat equal to the damage done to the Defending Pokémon *(after applying Weakness and Resistance)*. If Golbat has fewer damage counters than that, remove all of them. Damage: 20
Once it strikes, it will not stop draining energy from the victim even if it gets too heavy to fly. LV. 29 #42 34/62◆

Lightning Energy
⚡ 100/102●

Electabuzz 70 HP ⚡
Basic Pokémon
Electric Pokémon. Length: 3' 7", Weight: 66 lbs.
W: ✊ R: — RC: ✱✱
⚡ **Thundershock** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 10
⚡✱ **Thunderpunch** Flip a coin. If heads, this attack does 30 damage plus 10 more damage; if tails, this attack does 30 damage and Electabuzz does 10 damage to itself. Damage: 30+
Normally found near power plants, it can wander away and cause major blackouts in cities. LV. 35 #125 20/102★

Electabuzz 60 HP ⚡
Basic Pokémon
Electric Pokémon. Length: 3' 7", Weight: 66 lbs.
W: ✊ R: — RC: ✱✱
⚡ **Light Screen** Whenever an attack does damage to Electrabuzz *(after applying Weakness and Resistance)* during your opponent's next turn, that attack only does half the damage to Electrabuzz (rounded down to the nearest 10). *(Any other effects of attacks still happen.)*
✱✱ **Quick Attack** Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage. Damage: 10+
A wild Pokémon with a short temper. It is able to distinguish colors, and likes the color red. LV. 20 #125 2

Jolteon 70 HP ⚡
STAGE 1 (Evolves from Eevee)
Lightning Pokémon. Length: 2' 7", Weight: 54 lbs.
W: ✊ R: — RC: ✱
✱✱ **Quick Attack** Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage. Damage: 10+
⚡⚡✱ **Pin Missile** Flip 4 coins. This attack does 20 damage times the number of heads. Damage: 20x
It accumulates negative ions from the atmosphere to blast out 10,000-volt lightning bolts. LV. 29 #135 4/64☆, 20/64★

Magnemite 40 HP ⚡
Basic Pokémon
Magnet Pokémon. Length: 1' 0", Weight: 13 lbs.
W: ✊ R: — RC: ✱
⚡ **Thunder Wave** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 10
⚡✱ **Selfdestruct** Does 10 damage to each Pokémon on each player's Bench. *(Don't apply Weakness and Resistance for Benched Pokémon.)* Magnemite does 40 damage to itself. Damage: 40
Uses anti-gravity to stay suspended. Appears without warning and uses attacks like Thunder Wave. LV. 13 #81 53/102●

Magneton 60 HP ⚡
STAGE 1 (Evolves from Magnemite)
Magnet Pokémon. Length: 3' 3", Weight: 132 lbs.
W: ✊ R: — RC: ✱
⚡⚡✱ **Thunder Wave** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 30
⚡⚡✱✱ **Selfdestruct** Does 20 damage to each Pokémon on each player's Bench. *(Don't apply Weakness and Resistance for Benched Pokémon.)* Magneton does 80 damage to itself. Damage: 80
Formed by several Magnemites linked together. It frequently appears when sunspots flare up. LV. 28 #82 9/102☆

Magneton 80 HP ⚡
STAGE 1 (Evolves from Magnemite)
Magnet Pokémon. Length: 3' 3", Weight: 132 lbs.
W: ✊ R: — RC: ✱✱
⚡✱ **Sonicboom** Don't apply Weakness and Resistance for this attack. *(Any other effects that would happen after applying Weakness and Resistance still happen.)* Damage: 20
⚡⚡⚡⚡ **Selfdestruct** Does 20 damage to each Pokémon on each player's Bench. *(Don't apply Weakness and Resistance for Benched Pokémon.)* Magneton does 100 damage to itself. Damage: 100
Formed by several Magnemites linked together. They frequently appear when sunspots flare up. LV. 35 #82 11/62☆, 26/62★

Pikachu 40 HP ⚡
Basic Pokémon
Mouse Pokémon. Length: 1' 4", Weight: 13 lbs.
W: ✊ R: — RC: ✱
✱ **Gnaw** Damage: 10
⚡✱ **Thunder Jolt** Flip a coin. If tails, Pikachu does 10 damage to itself. Damage: 30
When several of these Pokémon gather, their electricity can cause lightning storms. LV. 12 #25 58/102●

Pikachu 50 HP ⚡
Basic Pokémon
Mouse Pokémon. Length: 1' 4", Weight: 13 lbs.
W: ✊ R: — RC: ✱
⚡⚡ **Spark** If your opponent has any Benched Pokémon, choose 1 of them and this attack does 10 damage to it. *(Don't apply Weakness and Resistance for Benched Pokémon.)* Damage: 20
When several of these Pokémon gather, their electricity can build and cause lightning storms. LV. 14 #25 60/64●

Pikachu 60 HP ⚡
Basic Pokémon
Mouse Pokémon. Height: 1' 4", Weight: 13 lbs.
W: ✊ R: — RC: ✱

⊛ **Growl** If the Defending Pokémon attacks Pikachu during your opponent's next turn, any damage done by the attack is reduced by 10 *(after applying Weakness and Resistance). (Benching either Pokémon ends this effect.)*
⚡⚡ **Thundershock** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 20
When several of these Pokémon gather, their electricity could build and cause lightning storms. LV. 16 #25 1◓

Pikachu 50 HP ⚡
Basic Pokémon
Mouse Pokémon. Height: 1' 4", Weight: 13 lbs.
W: ✊ R: — RC: ⊛
⚡ **Recharge** Search your deck for a ⚡ Energy card and attach it to Pikachu. Shuffle your deck afterward.
⚡⚡⚡ **Thunderbolt** Discard all Energy cards attached to Pikachu in order to use this attack. Damage: 50
When several of these Pokémon gather, they attract so much electricity that they can cause lightning to strike. LV. 13 #25 4◓

Raichu 80 HP ⚡
STAGE 1 (Evolves from Pikachu)
Mouse Pokémon. Length: 2' 7", Weight: 66 lbs.
W: ✊ R: — RC: ⊛
⚡⚡⊛ **Agility** Flip a coin. If heads, during your opponent's next turn prevent all effects of attacks, including damage, done to Raichu. Damage: 20
⚡⚡⚡⊛ **Thunder** Flip a coin. If tails, Raichu does 30 damage to itself. Damage: 60
Its long tail serves as a ground to protect itself from its own high-voltage power. LV. 40 #26 14/102☆

Raichu 90 HP ⚡
STAGE 1 (Evolves from Pikachu)
Mouse Pokémon. Length: 2' 7", Weight: 66 lbs.
W: ✊ R: — RC: ⊛
⚡⚡⚡⚡ **Gigashock** Choose 3 of your opponent's Benched Pokémon and this attack does 10 damage to each of them. *(Don't apply Weakness and Resistance for Benched Pokémon.)* If your opponent has fewer than 3 Benched Pokémon, do the damage to each of them. Damage: 30
Its long tail serves as a ground to protect itself from its own high voltage power. LV. 45 #26 14/62☆, 29/62★ FOSSIL

Voltorb 40 HP ⚡
Basic Pokémon
Ball Pokémon. Length: 1' 8", Weight: 23 lbs.
W: ✊ R: — RC: ⊛
⊛ **Tackle** Damage: 10
Usually found in power plants. Easily mistaken for a Monster Ball, it has zapped many people. LV. 10 #100 67/102●

Electrode 80 HP ⚡
STAGE 1 (Evolves from Voltorb)
Ball Pokémon. Length: 3' 11", Weight: 147 lbs.
W: ✊ R: — RC: ⊛
Pokémon Power: Buzzap At any time during your turn *(before your attack)*, you may Knock Out Electrode and attach it to 1 of your other Pokémon. If you do, choose a type of Energy. Electrode is now an Energy card (instead of a Pokémon) that provides 2 energy of that type. You can't use this power if Electrode is Asleep, Confused, or Paralyzed.
⚡⚡⚡ **Electric Shock** Flip a coin. If tails, Electrode does 10 damage to itself. Damage: 50
It stores electrical energy under very high pressure. It often explodes with little or no provocation. LV. 40 #101 21/102★

Electrode 90 HP ⚡
STAGE 1 (Evolves from Voltorb)
Ball Pokémon. Length: 3' 11", Weight: 147 lbs.
W: ✊ R: — RC: ⊛
⊛⊛ **Tackle** Damage: 20
⚡⚡⚡ **Chain Lightning** If the Defending Pokémon isn't Colorless, this attack does 10 damage to each Benched Pokémon of the same type as the Defending Pokémon *(including your own)*. Damage: 20
It stores electrical energy under very high pressure. It often explodes with little or no provocation. LV. 42 #101 2/64☆, 18/64★

Zapdos 90 HP ⚡
Basic Pokémon
Electric Pokémon. Length: 5' 3", Weight: 116 lbs.
W: — R: ✊ -30 RC: ⊛⊛⊛
⚡⚡⚡⊛ **Thunder** Flip a coin. If tails, Zapdos does 30 damage to itself. Damage: 60
⚡⚡⚡⚡ **Thunderbolt** Discard all Energy cards attached to Zapdos in order to use this attack. Damage: 100
A legendary bird Pokémon said to appear from clouds while wielding enormous lightning bolts. LV. 64 #145 16/102☆

Zapdos 80 HP ⚡
Basic Pokémon
Electric Pokémon. Length: 5' 3", Weight: 116 lbs.
W: — R: ✊ -30 RC: ⊛⊛
⚡⚡⚡⚡ **Thunderstorm** For each of your opponent's Benched Pokémon, flip a coin. If heads, this attack does 20 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)* Then, Zapdos does 10 damage times the number of tails to itself. Damage: 40
A legendary thunderbird Pokémon whose anger is said to cause storms. Some say it has lived above the clouds for thousands of years. LV. 40 #145 15/62☆, 30/62★ FOSSIL

Psychic Energy
◉ 101/102●

Abra 30 HP ◉
Basic Pokémon
Psi Pokémon. Length: 2' 11", Weight: 43 lbs.
W: ◉ R: — RC: —
◉ **Psyshock** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 10
Using its ability to read minds, it will identify impending danger and teleport to safety. LV. 10 #63 43/102●

Kadabra 60 HP ◉
STAGE 1 (Evolves from Abra)
Psi Pokémon. Length: 4' 3", Weight: 125 lbs.
W: ◉ R: — RC: ⊛⊛⊛
◉◉ **Recover** Discard 1 ◉ Energy card attached to Kadabra in order to use this attack. Remove all damage counters from Kadabra.
◉◉⊛ **Super Psy** Damage: 50
It emits special alpha waves from its body that induce headaches even to those just nearby. LV. 38 #64 32/102◆

Alakazam 80 HP ◉
STAGE 2 (Evolves from Kadabra)
Psi Pokémon. Length: 4' 11", Weight: 106 lbs.
W: ◉ R: — RC: ⊛⊛⊛
Pokémon Power: Damage Swap As often as you like during your turn *(before your attack)*, you may move 1 damage counter from 1 of your own Pokémon to another as long as you don't Knock Out that Pokémon. This power can't be used if Alakazam is Asleep, Confused, or Paralyzed.
◉◉◉ **Confuse Ray** Flip a coin. If heads, the Defending Pokémon is now Confused. Damage: 30
Its brain can outperform a supercomputer. Its intelligence quotient is said to be 5000. LV. 42 #65 1/102☆

Drowzee 50 HP ◉
Basic Pokémon
Hypnosis Pokémon. Length: 3' 3", Weight: 71 lbs.
W: ◉ R: — RC: ⊛
⊛ **Pound** Damage: 10
◉◉ **Confuse Ray** Flip a coin. If heads, the Defending Pokémon is now Confused. Damage: 10
Puts enemies to sleep, then eats their dreams. Occasionally gets sick from eating bad dreams. LV. 12 #96 49/102●

Hypno 90 HP ◉
STAGE 1 (Evolves from Drowzee)
Hypnosis Pokémon. Length: 5' 3", Weight: 167 lbs.
W: ◉ R: — RC: ⊛⊛
◉ **Prophecy** Look at up to 3 cards from the top of either player's deck and rearrange them as you like.
◉◉◉ **Dark Mind** If your opponent has any Benched Pokémon, choose 1 of them and this attack does 10 damage to it. *(Don't apply Weakness and Resistance for Benched Pokémon.)* Damage:30
When it locks eyes with an enemy, it will use a mix of psi moves such as Hypnosis and Confusion. LV. 36 #97 8/62☆, 23/62★ FOSSIL

Gastly 30 HP ◉
Basic Pokémon
Gas Pokémon. Length: 4' 3", Weight: 0.2 lbs.
W: — R: ✊ -30 RC: —
◉ **Sleeping Gas** Flip a coin. If heads, the Defending Pokémon is now Asleep.
◉⊛ **Destiny Bond** Discard 1 ◉ Energy card attached to Gastly in order to use this attack. If a Pokémon Knocks Out Gastly during your opponent's next turn, Knock Out that Pokémon.
Almost invisible, this gaseous Pokémon cloaks the target and puts it to sleep without notice. LV. 8 #92 50/102●

Gastly 50 HP ◉
Basic Pokémon
Gas Pokémon. Length: 4' 3", Weight: 0.2 lbs.
W: — R: ✊ -30 RC: —
◉ **Lick** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 10
◉◉ **Energy Conversion** Put up to 2 Energy cards from your discard pile into your hand. Gastly does 10 damage to itself.
A mysterious Pokémon. Some say it is a lifeform from another dimension, while others believe it is formed from smog. LV. 17 #92 33/62◆ FOSSIL

Haunter 60 HP ◉
STAGE 1 (Evolves from Gastly)
Gas Pokémon. Length: 5' 3", Weight: 0.2 lbs.
W: — R: ✊ -30 RC: ⊛
◉ **Hypnosis** The Defending Pokémon is now Asleep.
◉◉ **Dream Eater** You can't use this attack unless the Defending Pokémon is Asleep. Damage: 50
Because of its ability to slip through block walls, it is said to be from another dimension. LV. 22 #93 29/102◆

Haunter 50 HP ◉
STAGE 1 (Evolves from Gastly)
Gas Pokémon. Length: 5' 3", Weight: 0.2 lbs.
W: — R: ✊ -30 RC: —
Pokémon Power: Transparency Whenever an attack does anything to Haunter, flip a coin. If heads, prevent all effects of that attack, including damage, done to Haunter. This power stops working while Haunter is Asleep, Confused, or Paralyzed.
◉⊛ **Nightmare** The Defending Pokémon is now Asleep. Damage: 10
Because of its ability to slip through block walls, it is said to be from another dimension. LV. 17 #93 6/62☆, 21/62★ FOSSIL

Gengar 80 HP ◉
STAGE 2 (Evolves from Haunter)
Shadow Pokémon. Length: 4' 11", Weight: 89 lbs.
W: — R: ✊ -30 RC: ⊛
Pokémon Power: Curse Once during your turn *(before your attack)*, you may move 1 damage counter from 1 of your opponent's Pokémon to another (*even if it would Knock Out the other Pokémon*). This power can't be used if Gengar is Asleep, Confused, or Paralyzed.
◉◉◉ **Dark Mind** If your opponent has any Benched Pokémon, choose 1 of them and this attack does 10 damage to it. *(Don't apply Weakness and Resistance for Benched Pokémon.)* Damage: 30
Under a full moon, this Pokémon likes to mimic the shadows of people and laugh at their fright. LV. 38 #94 5/62☆, 20/62★ FOSSIL

Jynx 70 HP ◉
Basic Pokémon
Human Shape Pokémon. Length: 4' 7", Weight: 90 lbs.
W: ◉ R: — RC: ⊛⊛
◉ **Doubleslap** Flip 2 coins. does 10 damage times the number of heads. Damage: 10x
◉◉⊛ **Meditate** Does 20 damage plus 10 more damage for each damage counter on the Defending Pokémon. Damage: 20+
Merely by meditating, the Pokémon launches a powerful psychic energy attack. LV. 23 #124 31/102◆

Mewtwo 60 HP ◉
Basic Pokémon
Genetic Pokémon. Length: 6' 7", Weight: 269 lbs.
W: ◉ R: — RC: ⊛⊛⊛
◉⊛ **Psychic** Does 10 damage plus 10 more damage for each Energy card attached to the Defending Pokémon. Damage: 10+
◉◉ **Barrier** Discard 1 ◉ Energy card attached to Mewtwo in order to prevent all effects of attacks, including damage, done to Mewtwo during your opponent's next turn.
A scientist created this Pokémon after years of horrific gene-splicing and DNA engineering experiments. LV. 53 #150 10/102☆

Mewtwo 70 HP ◉
Basic Pokémon
Genetic Pokémon. Length: 6' 7", Weight: 269 lbs.
W: ◉ R: — RC: ⊛⊛
◉ **Energy Absorbtion** Choose up to 2 Energy cards from your discard pile and attach them to Mewtwo.
◉◉⊛ **Psyburn** Damage: 40
Years of genetic experiments resulted in the creation of this never-before-seen violent Pokémon. LV. 60 #150 3◓

Mr. Mime 40 HP ◉
Basic Pokémon
Barrier Pokémon. Length: 4' 3", Weight: 120 lbs.
W: ◉ R: — RC: ⊛
Pokémon Power: Invisible Wall Whenever an attack *(including your*

own) does 30 or more damage to Mr. Mime *(after applying Weakness and Resistance)*, prevent that damage. *(Any other effects of attacks still happen.)* This power can't be used if Mr. Mime is Asleep, Confused, or Paralyzed.
👁✱ **Meditate** Does 10 damage plus 10 more damage for each damage counter on the Defending Pokémon.
Damage: 10+
If interrupted while miming, it will slap around the enemy with its broad hands. LV. 28 #122 6/64☆, 22/64★

Slowpoke 50 HP 👁
Basic Pokémon
Dopey Pokémon. Length: 3' 11", Weight: 79 lbs.
W: 👁 R: — RC: ✱
✱ **Spacing Out** Flip a coin. If heads, remove a damage counter from Slowpoke. This attack can't be used if Slowpoke has no damage counters on it.
👁👁 **Scavenge** Discard 1 👁 Energy card attached to Slowpoke in order to use this attack. Put a Trainer card from your discard pile into your hand.
Incredibly slow and dopey. It takes 5 seconds for it to feel pain when under attack. LV. 18 #79 55/62●

Slowbro 60 HP 👁
STAGE 1 (Evolves from Slowpoke)
Hermitcrab Pokémon. Length: 5' 3", Weight: 173 lbs.
W: 👁 R: — RC: ✱
Pokémon Power: Strange Behavior As often as you like during your turn *(before your attack)*, you may move 1 damage counter from 1 of your Pokémon to Slowbro as long as you don't Knock Out Slowbro. This power can't be used if Slowbro is Asleep, Confused, or Paralyzed.
👁👁 **Psyshock** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 20
The Shellder that is latched onto Slowpoke's tail is said to feed on the host's left-over scraps. LV. 26 #80 43/62◆

Water Energy
💧 102/102

Articuno 70 HP 💧
Basic Pokémon
Freeze Pokémon. Length: 5' 7", Weight: 122 lbs.
W: — R: ✊ -30 RC: ✱✱
💧💧💧 **Freeze Dry** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 30
💧💧💧💧 **Blizzard** Flip a coin. If heads, this attack does 10 damage to each of your opponent's Benched Pokémon. If tails, this attack does 10 damage to each of your own Benched Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)* Damage: 50
A legendary bird Pokémon that is said to appear to doomed people who are lost in icy mountains. LV. 35 #144 2/62☆, 17/62★

Goldeen 40 HP 💧
Basic Pokémon
Goldfish Pokémon. Length: 2' 0", Weight: 33 lbs.
W: ⚡ R: — RC: —
💧 **Horn Attack** Damage: 10
Its tail fin billows like an elegant ballroom dress, giving it the nickname "Water Queen." LV. 12 #118 53/64●

Seaking 70 HP 💧
STAGE 1 (Evolves from Goldeen)
Goldfish Pokémon. Length: 4'3", Weight: 86 lbs.
W: ⚡ R: — RC: ✱
💧 **Horn Attack** Damage: 10
💧✱ **Waterfall** Damage: 30
In the autumn spawning season, they can be seen swimming powerfully up rivers and creeks. LV. 28 #119 46/64◆

Horsea 40 HP 💧
Basic Pokémon
Dragon Pokémon. Length: 1' 4", Weight: 18 lbs.
W: ⚡ R: — RC: —
💧 **Smokescreen** If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing. Damage: 10
Known to shoot down flying bugs with precision blasts of ink from the surface of the water. LV. 19 #116 49/62●

Seadra 60 HP 💧
STAGE 1 (Evolves from Horsea)
Dragon Pokémon. Length: 3' 1", Weight: 55 lbs.
W: ⚡ R: — RC: ✱
💧✱ **Water Gun** Does 20 damage plus 10 more damage for each 💧 Energy attached to Seadra but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way. Damage: 20+
💧✱✱ **Agility** Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Seadra. Damage: 20
Capable of swimming backward by rapidly flapping its wing-like pectoral fins and stout tail. LV. 23 #117 42/62◆

Krabby 50 HP 💧
Basic Pokémon
River Crab Pokémon. Length: 1' 4", Weight: 14 lbs.
W: ⚡ R: — RC: ✱✱
💧 **Call for Family** Search your deck for a Basic Pokémon named Krabby and put it onto your Bench. Shuffle your deck afterward. *(You can't use this attack if your Bench is full.)*
💧✱ **Irongrip** Damage: 20
Its pincers are not only powerful weapons, they are used for balance when walking sideways. LV. 20 #98 51/62●

Kingler 60 HP 💧
STAGE 1 (Evolves from Krabby)
Pincer Pokémon. Length: 4' 3", Weight: 132 lbs.
W: ⚡ R: — RC: ✱✱✱
💧 **Flail** Does 10 damage times the number of damage counters on Kingler. Damage: 10x
💧💧✱ **Crabhammer** Damage: 40
The large pincer has 10,000 horsepower of crushing power. However, its huge size makes it unwieldy to use. LV. 27 #99 38/62◆

Lapras 80 HP 💧
Basic Pokémon
Transport Pokémon. Length: 8' 2", Weight: 485 lbs.
W: ⚡ R: — RC: ✱✱
💧 **Water Gun** Does 10 damage plus 10 more damage for each 💧 Energy attached to Lapras but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way. Damage: 10+
💧💧 **Confuse Ray** Flip a coin. If heads, the Defending Pokémon is now Confused. Damage: 10
A Pokémon that has been overhunted almost to extinction. It can ferry people across water. LV. 31 #131 10/62☆, 25/62★

Magikarp 30 HP 💧
Basic Pokémon
Fish Pokémon. Length: 2' 11", Weight: 22 lbs.
W: ⚡ R: — RC: ✱
✱ **Tackle** Damage: 10
💧 **Flail** Does 10 damage times the number of damage counters on Magikarp. Damage: 10x
In the distant past, it was stronger than its horribly weak descendants that exist today. LV. 8 #129 35/102◆

Gyarados 100 HP 💧
STAGE 1 (Evolves from Magikarp)
Atrocious Pokémon. Length: 21' 4", Weight: 518 lbs.
W: 🍃 R: ✊ -30 RC: ✱✱✱
💧💧💧 **Dragon Rage** Damage: 50
💧💧💧💧 **Bubblebeam** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 40
Rarely seen in the wild. Huge and vicious, it is capable of destroying entire cities in a rage. LV. 41 #130 6/102☆

Omanyte 40 HP 💧
STAGE 1 (Evolves from Mysterious Fossil)
Spiral Pokémon. Length: 1' 4", Weight: 17 lbs.
W: 🍃 R: — RC: ✱
Pokémon Power: Clairvoyance Your opponent plays with his or her hand face up. This power stops working while Omanyte is Asleep, Confused, or Paralyzed.
💧 **Water Gun** Does 10 damage plus 10 more damage for each 💧 Energy attached to Omanyte but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way. Damage: 10+
Although long extinct, in rare cases, it can be genetically resurrected from fossils. LV. 19 #138 52/62●

Omastar 70 HP 💧
STAGE 2 (Evolves from Omanyte)
Spiral Pokémon. Length: 3' 3", Weight: 77 lbs.
W: 🍃 R: — RC: ✱
💧✱ **Water Gun** Does 20 damage plus 10 more damage for each 💧 Energy attached to Omastar but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way. Damage: 20+
💧💧 **Spike Cannon** Flip 2 coins. This attack does 30 damage times the number of heads. Damage: 30x
A prehistoric Pokémon that died out when its heavy shell made it impossible for it to catch prey. LV. 32 #139 40/62◆

Poliwag 40 HP 💧
Basic Pokémon
Tadpole Pokémon. Length: 2' 0", Weight: 27 lbs.
W: 🍃 R: — RC: ✱
💧 **Water Gun** Does 10 damage plus 10 more damage for each 💧 Energy attached to Poliwag but not used to pay for this attack's Energy cost. Extra 💧 Energy after the 2nd don't count. Damage: 10+
Its newly grown legs prevent it from running. It appears to prefer swimming over trying to stand. LV. 13 #60 59/102●

Poliwhirl 60 HP 💧
STAGE 1 (Evolves from Poliwag)
Tadpole Pokémon. Length: 3' 4", Weight: 44 lbs.
W: 🍃 R: — RC: ✱
💧💧 **Amnesia** Choose 1 of the Defending Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn.
💧💧✱ **Doubleslap** Flip 2 coins. This attack does 30 damage times the number of heads. Damage: 30x
Capable of living in or out of water. When out of water, it sweats to keep its body slimy. LV. 28 #61 38/102◆

Poliwrath 90 HP 💧
STAGE 2 (Evolves from Poliwhirl)
Tadpole Pokémon. Length: 4' 3", Weight: 119 lbs.
W: 🍃 R: — RC: ✱✱✱
💧💧✱ **Water Gun** Does 30 damage plus 10 more damage for each 💧 Energy attached to Poliwrath but not used to pay for this attack's Energy cost. Extra 💧 Energy after the 2nd doesn't count. Damage: 30+
💧💧✱✱ **Whirlpool** If the Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it. Damage: 40
An adept swimmer at both the front crawl and breaststroke. Easily overtakes the best human swimmers. LV. 48 #62 13/102☆

Psyduck 50 HP 💧
Basic Pokémon
Duck Pokémon. Length: 2' 7", Weight: 43 lbs.
W: ⚡ R: — RC: ✱
👁 **Headache** Your opponent can't play Trainer cards during his or her next turn.
💧 **Fury Swipes** Flip 3 coins. This attack does 10 damage times the number of heads. Damage: 10x
While lulling its enemies with its vacant look, this wily Pokémon will use psychokinetic powers. LV. 15 #54 53/62●

Golduck 70 HP 💧
STAGE 1 (Evolves from Psyduck)
Duck Pokémon. Length: 5' 7", Weight: 169 lbs.
W: ⚡ R: — RC: ✱
👁 **Psyshock** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 10
💧💧✱ **Hyper Beam** If the Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it. Damage: 20
Often seen swimming elegantly by lake shores. It is often mistaken for the Japanese monster, Kappa. LV. 27 #55 35/62◆

Seel 60 HP 💧
Basic Pokémon
Sea Lion Pokémon. Length: 3' 7", Weight: 198 lbs.
W: ⚡ R: — RC: ✱
💧 **Headbutt** Damage: 10
The protruding horn on its head is very hard. This horn is used for bashing through thick ice. LV. 12 #86 41/102◆

Dewgong 80 HP 💧
STAGE 1 (Evolves from Seel)
Sea Lion Pokémon. Length: 5' 7", Weight: 265 lbs.
W: ⚡ R: — RC: ✱✱✱
💧💧✱ **Aurora Beam** Damage: 50
💧💧✱✱ **Ice Beam** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 30
Stores thermal energy in its body. Swims at a steady 8 knots even in intensely cold waters. LV. 42 #87 25/102◆

Shellder 30 HP 💧
Basic Pokémon
Bivalve Pokémon. Length: 1' 0", Weight: 9 lbs.
W: ⚡ R: — RC: ✱
💧 **Supersonic** Flip a coin. If heads, the Defending Pokémon is now Confused.
💧 **Hide in Shell** Flip a coin. If heads, prevent all damage done to Shellder during your opponent's next turn. *(Any other effects of attacks still happen.)*
Its hard shell repels any kind of attack. It is vulnerable only when its shell is open. LV. 8 #90 54/62●

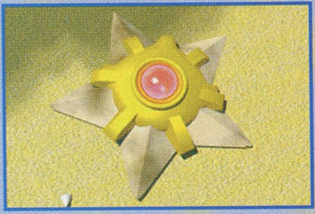
Cloyster 50 HP 💧
STAGE 1 (Evolves from Shellder)
Bivalve Pokémon. Length: 4' 11", Weight: 292 lbs.
W: ⚡ R: — RC: ✱✱
💧💧 **Clamp** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. If tails, this attack does nothing *(not even damage)*. Damage: 30

💧💧 **Spike Cannon** Flip 2 coins. This attack does 30 damage times the number of heads. Damage: 30x
When attacked, it launches its horns in quick volleys. Its innards have never been seen. LV. 25 #91 32/62◆

Squirtle 40 HP 💧
Basic Pokémon
Tiny Turtle Pokémon. Length: 1' 8", Weight: 20 lbs.
W: ⚡ R: — RC: ✱
💧 **Bubble** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 10
💧✱ **Withdraw** Flip a coin. If heads, prevent all damage done to Squirtle during your opponent's next turn. *(Any other effects of attacks still happen.)*
After birth, its back swells and hardens into a shell. It powerfully sprays foam from its mouth. LV. 8 #7 63/102●

Wartortle 70 HP 💧
STAGE 1 (Evolves from Squirtle)
Turtle Pokémon. Length: 3' 3", Weight: 50 lbs.
W: ⚡ R: — RC: ✱
💧✱ **Withdraw** Flip a coin. If heads, prevent all damage done to Wartortle during your opponent's next turn. *(Any other effects of attacks still happen.)*
💧✱✱ **Bite** Damage: 40
Often hides in water to stalk unwary prey. When swimming quickly, it moves its ears to maintain balance. LV. 22 #8 42/102◆

Blastoise 100 HP 💧
STAGE 2 (Evolves from Wartortle)
Shellfish Pokémon. Length: 5' 3", Weight: 189 lbs.
W: ⚡ R: — RC: ✱✱✱
Pokémon Power: Rain Dance As often as you like during your turn *(before your attack)*, you may attach 1 💧 Energy card to 1 of your own Pokémon. *(This doesn't use up your 1 Energy card attachment for the turn.)* This power can't be used if Blastoise is Asleep, Confused, or Paralyzed.
💧💧💧 **Hydro Pump** Does 40 damage plus 10 more damage for each 💧 Energy attached to Blastoise but not used to pay for this attack's Energy cost. Extra 💧 Energy after the 2nd doesn't count. Damage: 40+
A brutal Pokémon with pressurized water jets on its shell. They are used for high-speed tackles. LV. 52 #9 2/102☆



Staryu 40 HP 💧
Basic Pokémon
Starshape Pokémon. Length: 2' 7", Weight: 76 lbs.
W: ⚡ R: — RC: ✱
💧 **Slap** Damage: 20
An enigmatic Pokémon that can effortlessly regenerate any appendage it loses in battle. LV. 15 #120 65/102●

Starmie 60 HP 💧
STAGE 1 (Evolves from Staryu)
Mysterious Pokémon. Length: 3' 7", Weight: 176 lbs.
W: R: — RC: ✱
💧💧 **Recover** Discard 1 💧 Energy card attached to Starmie in order to use this attack. Remove all damage counters from Starmie.
💧✱✱ **Star Freeze** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 20
Its central core glows with the seven colors of the rainbow. Some people value this core as a gem. LV. 28 #121 64/102●

Tentacool 30 HP 💧
Basic Pokémon
Jellyfish Pokémon. Length: 2' 11", Weight: 100 lbs.
W: ⚡ R: — RC: —
Pokémon Power: Cowardice At any time during your turn *(before your attack)*, you may return Tentacool to your hand. *(Discard all cards attached to Tentacool.)* This power can't be used the turn you put Tentacool into play or if Tentacool is Asleep, Confused, or Paralyzed.
💧 **Acid** Damage: 10
Drifts in shallow seas. Anglers who hook them by accident are often punished by its stinging acid. LV. 10 #72 56/62●

Tentacruel 60 HP 💧
STAGE 1 (Evolves from Tentacool)
Jellyfish Pokémon. Length: 5' 3", Weight: 121 lbs.
W: ⚡ R: — RC: —
💧 **Supersonic** Flip a coin. If heads, the Defending Pokémon is now Confused.
💧💧 **Jellyfish Sting** The Defending Pokémon is now Poisoned. Damage: 10
The tentacles are normally kept short. On hunts, they are extended to ensnare and immobilize prey. LV. 21 #73 44/62◆

Vaporeon 80 HP 💧
STAGE 1 (Evolves from Eevee)
Bubble Jet Pokémon. Length: 3' 3", Weight: 64 lbs.
W: ⚡ R: — RC: ✱
✱✱ **Quick Attack** Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage. Damage: 10+
💧💧✱ **Water Gun** Does 30 damage plus 10 more damage for each 💧 Energy attached to Vaporeon but not used to pay for this attack's Energy cost. Extra 💧 Energy after the 2nd doesn't count. Damage: 30+
Lives close to water. Its long tail is ridged with a fin that is often mistaken for a mermaid's. LV. 42 #134
12/64☆, 28/64★

TRAINER CARDS

Bill
Trainer
Draw 2 cards. 91/102●

Clefairy Doll 10 HP
Trainer
Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll counts as a Pokémon *(instead of a Trainer card)*. Clefairy Doll has no attacks, can't retreat, and can't be Asleep, Confused, Paralyzed, or Poisoned. If Clefairy Doll is Knocked Out, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may discard Clefairy Doll. 70/102★

Computer Search
Trainer
Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand. Shuffle your deck afterward. 71/102★

Defender
Trainer
Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender. Damage done to that Pokémon by attacks is reduced by 20 *(after applying Weakness and Resistance)*. 80/102◆

Devolution Spray
Trainer
Choose 1 of your own Pokémon in play and a Stage of Evolution. Discard all Evolution cards of that Stage or higher attached to that Pokémon. That Pokémon is no longer Asleep, Confused, Paralyzed, Poisoned, or anything else that might be the result of an attack *(just as if you had evolved it)*. 72/102★

Energy Removal
Trainer
Choose 1 Energy card attached to 1 of your opponent's Pokémon and discard it. 92/102●

Energy Retrieval
Trainer
Trade 1 of the other cards in your hand for up to 2 basic Energy cards from your discard pile. 81/102◆

Energy Search
Trainer
Search your deck for a basic Energy card and put it into your hand. Shuffle your deck afterward. 59/62●

Full Heal
Trainer
Your Active Pokémon is no longer Asleep, Confused, Paralyzed, or Poisoned. 82/102◆

Gambler
Trainer
Shuffle your hand into your deck. Flip a coin. If heads, draw 8 cards. If tails, draw 1 card. 60/62●

Gust of Wind
Trainer
Choose 1 of your opponent's Benched Pokémon and switch it with his or her Active Pokémon. 93/102●

Impostor Professor Oak
Trainer
Your opponent shuffles his or her hand into his or her deck, then draws 7 cards. 73/102★

Item Finder
Trainer
Discard 2 of the other cards from your hand in order to put a Trainer card from your discard pile into your hand. 74/102★

Lass
Trainer
You and your opponent show each other your hands, then shuffle all the Trainer cards from your hands into your decks. 75/102★

Maintenance
Trainer
Shuffle 2 of the other cards from your hand into your deck in order to draw a card. 83/102◆

Mr. Fuji
Trainer
Choose a Pokémon on your Bench. Shuffle it and any cards attached to it into your deck. 58/62◆

Mysterious Fossil 10 HP
Play Mysterious Fossil as if it were a Basic Pokémon. While in play, Mysterious Fossil counts as a Pokémon (instead of a Trainer card). Mysterious Fossil has no attacks, can't retreat, and can't be Asleep, Confused, Paralyzed, or Poisoned. If Mysterious Fossil is Knocked Out, it doesn't count as a Knocked Out Pokémon. *(Discard it anyway.)* At any time during your turn before your attack, you may discard Mysterious Fossil from play. 62/62●

PlusPower
Trainer
Attach PlusPower to your Active Pokémon. At the end of your turn, discard PlusPower. If this Pokémon's attack does damage to the Defending Pokémon *(after applying Weakness and Resistance)*, the attack does 10 more damage to the Defending Pokémon. 84/102◆

Poké Ball
Trainer
Flip a coin. If heads, you may search your deck for any Basic Pokémon or Evolution card. Show that card to your opponent, then put it into your hand. Shuffle your deck afterward. 64/64●

Pokédex
Trainer
Look at up to 5 cards from the top of your deck and rearrange them as you like. 87/102◆

Pokémon Breeder
Trainer
Put a Stage 2 Evolution card on the matching Basic Pokémon or on the matching Stage 1 Pokémon. You can only play this card when you would be allowed to evolve that Pokémon anyway. 76/102★

Pokémon Center
Trainer
Remove all damage counters from all of your own Pokémon with damage counters on them, then discard all Energy cards attached to those Pokémon. 85/102◆

Pokémon Flute
Trainer
Choose 1 Basic Pokémon card from your opponent's discard pile and put it onto his or her Bench. *(You can't play Pokémon Flute if your opponent's Bench is full.)* 86/102◆

Pokémon Trader
Trainer
Trade 1 of the Basic Pokémon or Evolution cards in your hand for 1 of the Basic Pokémon or Evolution cards from your deck. Show both cards to your opponent. Shuffle your deck afterward. 77/102★

Potion
Trainer
Remove up to 2 damage counters from 1 of your Pokémon. 94/102●

Professor Oak
Trainer
Discard your hand, then draw 7 cards. 88/102◆

Recycle
Flip a coin. If heads, put a card in your discard pile on top of your deck. 61/62●

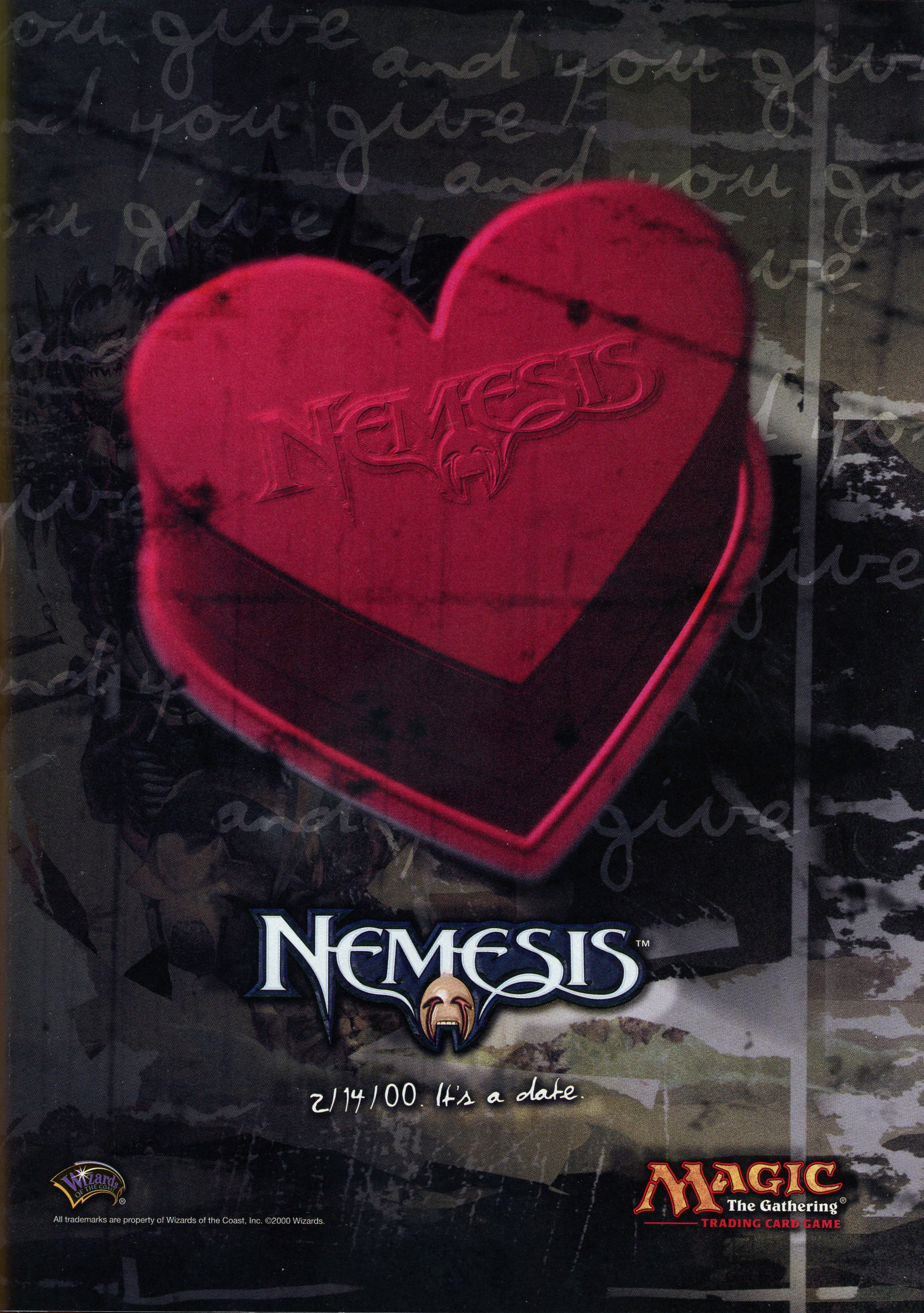
Revive
Trainer
Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on that Pokémon equal to half its HP (rounded down to the nearest 10). *(You can't play Revive if your Bench is full.)* 89/102◆

Scoop Up
Trainer
Choose 1 of your own Pokémon in play and return its Basic Pokémon card to your hand. *(Discard all cards attached to that card.)* 78/102★

Super Energy Removal
Trainer
Discard 1 Energy card attached to 1 of your own Pokémon in order to choose 1 of your opponent's Pokémon and up to 2 Energy cards attached to it. Discard those Energy cards. 79/102★

Super Potion
Trainer
Discard 1 Energy card attached to 1 of your own Pokémon in order to remove up to 4 damage counters from that Pokémon. 90/102◆

Switch
Trainer
Switch 1 of your own Benched Pokémon with your Active Pokémon. 95/102●


NEMESIS
NEMESIS™
2/14/00. It's a date.
Wizards of the Coast®
MAGIC
The Gathering®
TRADING CARD GAME

All trademarks are property of Wizards of the Coast, Inc. ©2000 Wizards.

THE WORLD'S FIRST SCIENCE FICTION MAGAZINE!

AMAZING® STORIES

BABYLON 5 STORY BY J. MICHAEL STRACZYNSKI
AMAZING STORIES
TOP 10 HOT SUMMER READS
STAR WARS
RUNNING THE BELT
BY R. A. SALVATORE
Plus EXCLUSIVE author interview
NEW DUNE FICTION
A Whisper of Caladan Seas
By Brian Herbert and Kevin J. Anderson
ALSO FEATURING
David Brin
Orson Scott Card
Robert Silverberg

AMAZING Stories brings you more worlds to explore:

- **Top authors** such as Orson Scott Card, Ursula K. Le Guin, Pamela Sargent, and Robert Silverberg
- The **only** magazine with Star Wars, Star Trek, Babylon 5, and Starcraft fiction
- Stunning **original** artwork by stellar illustrators
- **Reviews** of SF movies, books, and games

Subscribe today and get 50%* off the cover price.

4 issues $10.95	Save 45%
8 issues $19.95	Save 50%
12 issues $29.95	Save 50%

*For 8 or 12 issues

Send payment along with name, address, and phone number to *AMAZING Stories*, P.O. Box 469107, Escondido, CA 92046-9107.

Email us at amazing@pcspublink.com and mention code AA599. For credit card orders, call 1-800-395-7760. For orders outside North and South America, call +44 18 58 41 47 13.

CANADIAN ORDERS: 4 issues/$14.95; 8 issues/$29.95; 12 issues/$44.95. Send US funds only.

EUROPEAN ORDERS: 4 issues/£10.95; 8 issues/£19.95; 12 issues/£29.95.
Send European orders to: MRM Promotional Services Ltd., Barberton House, Farndon Road, Market Harborough, Great Britain LE 16 7BR.

AMAZING is a registered trademark owned by TSR, Inc., a subsidiary of Wizards of the Coast, Inc. All rights reserved. ©1999 Wizards of the Coast, Inc. Cover illustration by Joseph De Vit

TopLists

by Topdeck staff

Rating the unrate-able since 1999.

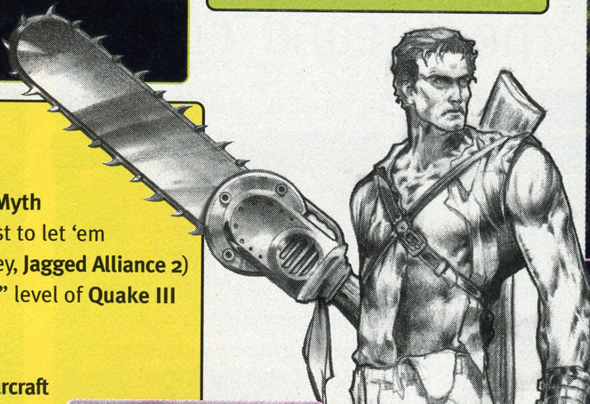
95 TOPLISTS
96 AGE OF KINGS
98 DINO CRISIS
100 MOSCATELLOVISION
102 DISCIPLES
104 HOMEWORLD
106 ARMAGEDDON'S BLADE

Top 10 Free Online Gamer Tools

1. GameSpy (match finder)—gamespy.com
2. ICQ (know when and where your friends are)—icq.com
3. Roger Wilco (voice software)—rogerwilco.com
4. Xoom/Geocities (website hosting)—geocities.yahoo.com/home/
5. WebBBS (bulletin board code)—awsd.com/scripts/webbbs/
6. Hotmail (email client)—hotmail.com
7. eGroups (email lists)—egroups.com
8. Online Gamer League—(ongoing ladder tournaments) ogl.org
9. mIRC (chat and file transfer)—mirc.com
10. All the informative fan sites out there!

Top 4 Games We'll Never See

1. Daikatana
2. Duke Nukem Forever
3. Middle-earth Multiplayer
4. Warcraft Adventures



HAIL TO THE KING, BABY The editor's most anticipated game of 2000? Evil Dead: Ashes 2 Ashes from THQ. Ash doesn't look too happy about all the dialog Duke Nukem stole from him, either.

Top 10 Chatter or Splatter

1. "Quit poking me!" (Orc, **Warcraft**)
2. Tumbling body parts from dwarf-bombs in **Myth**
3. "Maybe we oughtta fire off a few rounds just to let 'em know they're gonna die." ("Hitman" Hennessey, **Jagged Alliance 2**)
4. An in-flight railgun hit on the "Longest Yard" level of **Quake III**
5. "Baa." (Sheep, **Warcraft**)
6. Any weapon hit, **Bushido Blade 2** (PSX)
7. "Can I take your order?" Human Transport, **Starcraft**
8. An orc chucked by a giant, **Drakan**
9. "Fairly spanked away!" Announcer, **Pro 18 Golf**
10. Headshot, **Half-Life**

Top 4 Shamelessly Ripped-Off Duke Nukem Lines

1. "Groovy." Pilfered from Bruce Campbell in the *Evil Dead* movies.
2. "Lookin' good." Swiped from Freddie Prinze, Sr.
3. "It's time to kick ass and chew bubble gum. And I'm all out of gum." Lifted from Rowdy Roddy Piper in *They Live*.
4. "Come get some." Bruce Campbell again.

Top 10 "Just A Few More Minutes!" Games

1. **Quake** series/**Team Fortress**/**Action Quake**
2. **Half-Life**/**Team Fortress Classic**
3. **Civilization** or anything else designed by Sid Meier
4. **Starcraft**/**Warcraft** series
5. **EverQuest**
6. **Ultima** series
7. **Heroes of Might & Magic** series
8. **Duke Nukem 3D**
9. **Myth** series
10. **Baldur's Gate**, **Fallout**, or any other recent Black Isle RPG.

Top 10 Console Games (Atari 2600 & Contemporaries)

1. **Pong** (built-into-the-console style)
2. **Combat** (Atari 2600)
3. **Pitfall!** (Atari 2600)
4. **Adventure** (Atari 2600)
5. **Kaboom!** (Atari 2600)
6. **Space Invaders** (Atari 2600)
7. **Hunt the Wumpus** (TI 99/4A)
8. **Donkey Kong** (Colecovision)
9. **Circus Atari** (Atari 2600)
10. **Brickout**/**Breakout** (Multiplatform)

*Sequels to computer games, like sequels to movies, are a chancy proposition. When the first one is good, you can usually expect the sequel to be a pale shadow of the original. Somehow, Microsoft managed to defy this expectation, as the sequel to the smash hit RTS **Age of Empires** (AoE), called **Age of Empires II: The Age of Kings** (AoK), is a mighty achievement. This game is destined to become a classic real-time strategy title.*

AoE focused on the ancient civilizations like Egypt and Babylonia, while AoK starts in the Dark Ages after the fall of Rome and ends in the Middle Ages. As before, civilizations are represented from across the world, from the Britons to the Persians to the Mongols to the Japanese, with each civilization possessing particular strengths and weaknesses.

Age of Empires II: The Age of Kings

the second coming

by Rick Moscatello

Age of Empires II
The Age of Kings
Publisher
Microsoft

Developer
Ensemble Studios

Premise
Once again, you get to play god and guide the development of the human race—this time through the Dark Ages!

System Requirements
P166 or equivalent; 32 MB RAM; 4X speed CD-ROM; SVGA video card with 2 MB of video memory; 300 MB hard drive space; sound card; Windows 95/98/NT

Website
www.microsoft.com/games/

TOPRATED

Story	8
Graphics	8
Game play	9
Value	9
Overall	9

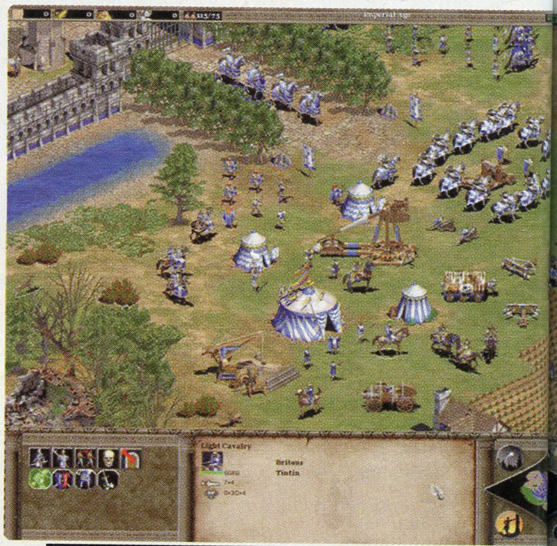
Coincidentally, many of Rick Moscatello's personal relationships are "build and shove to the front" affairs.

The New Deal

Control-wise, not much has changed—if you're familiar with AoE, you'll have no problem playing AoK efficiently after only a few minutes' practice. This is a good deal, because the only weakness of AoE was the somewhat dim movement AI that would sometimes have units get confused trying to figure out how to get through a tree (naturally, this is fixed in **Age of Kings**). Even if game play is the same, there are still a number of great improvements.

Many RTS games have a common problem when it comes to combat. Most battles involving more than a handful of units turn into mere brawls, where each player highlights every unit and sends it willy-nilly against the enemy forces. A few skilled players might set up a half-dozen hotkeys to introduce some strategy, but I often find that both fights and movement across the board quickly devolve into "build and shove to the front" affairs.

AoK introduces the groundbreaking idea of unit formations. If you grab a bunch of troops and order them to move or fight, they'll first get into a reasonable battle line (melee units in front, missile troops in rear, support/artillery behind the lines) before marching off to a glorious death. This is *such* a big deal: now you can combine your forces and move them out without having them destroyed piecemeal—as when the cavalry arrive unsupported, then archers arrive a minute later to be destroyed, and so on. You can also set up other formations (such as a loose line, to reduce the effects of enemy artillery fire), giving you considerable freedom over how you maneuver your troops.



HORSE PLAY Age of Kings isn't miserly with ye olde medieval splendour. When you gather your knights into cavalry formations, you get a sense of the spectacle that inspired young men to take up arms in the age of chivalry.

I Don't Like the Looks o' Them Villagers

Another problem endemic to many RTS games is the "rush," in which a player quickly builds a few combat troops and sends them at the enemy early and often. Even if the troops are destroyed, the disruption to the enemy economy can often be crippling. Again, AoK has a great answer. When a town is under siege, you can click on your town center and ring the bell. All your villagers will seek shelter, and will defend themselves from inside the buildings—emitting a withering blast of arrows at enemy soldiers outside. Once the attack is over, you can ring the bell again, and the villagers will exit the buildings and go back to whatever tasks they were up to. Wow, peons that can defend themselves, and that remember what they were doing. It's hard to believe it took years for RTS games to develop this innovation! While a rush can still cause some disruption, you generally need siege weapons to destroy a building, so a player can no longer be swiftly crushed after a minute's play.

Yet another annoyance in games of yore happened when the enemy beat your army and penetrated your defenses. Even if you had the resources to make a comeback, your units were built only one at a time, and would be crushed as they emerged from their building. AoK lets you build units and send them *directly* into the garrison of the building (in other words, they don't set foot outside), only to emerge when you think you have enough to defeat the enemy. Naturally, you can also have newly built troops converge at a rallying point.

Another new detail in this sequel is the *castle*. Each civilization has a unique combat unit (the Vikings get two: Berserkers and Longboats), but you can't build it until you construct a castle. As with other buildings, troops can garrison inside it, and castles are wonderful defensive structures (well, duh). While these special units won't necessarily break the game open for you (they vary in strength from medium infantry to heavy cavalry), these unique units are good enough that you'll always use them, at least to augment your regular forces.

Those are the major innovations, and there's a host of minor improvements, as well. Troops can now walk over farms (ever wonder why heavy cavalry couldn't get through a wheat field in AoE?). Villagers are now male and female, and building sizes are larger and more to scale. Graphics are further enhanced by giving each civilization its own special architectural look. Similarly, each civilization now actually speaks its own language. As you click on units, you'll get various words for "What?" or "Yes, sir!" It's rather cute, and provides additional motivation for playing all the civilizations.

The Raw Deal

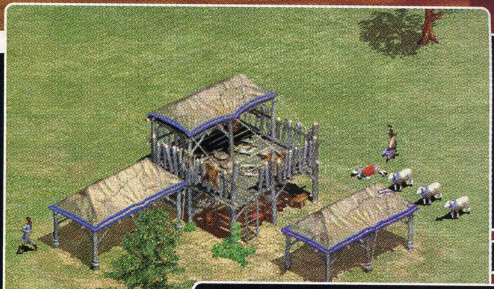
There isn't much to complain about in AoK, but one thing that is very annoying is the enemy AI. Yes, it plays a competitive game but, come on—the AI's a big wuss! When it starts to lose, it actually quits! You must go to the "Hard" level before the computer will last until mostly destroyed. Hey, I thought the computer is supposed to politely let you bash the crap out of it (so you can practice your tactics for when you play a "real" opponent). An option to make the computer take its medicine is sorely lacking. You build up a big army, knock down the gate, and it quits. Bloody annoying, that.

The Bottom Line

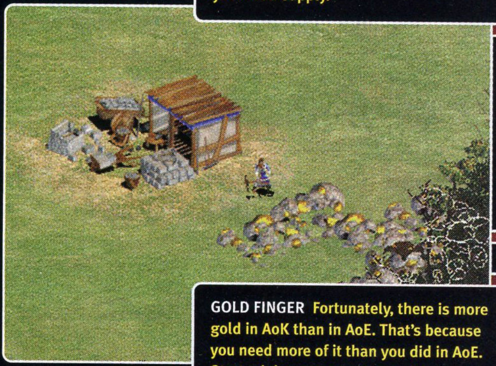
Age of Kings really is a great game, with flawless game play and massive replay value. While saying this game is better than **Starcraft** might cause a riot, any fan of RTS gaming must check this beauty out. When you think of great game designers, the image of individualistic artists comes to mind, not a gigantic entity like Microsoft. Looks like even a faceless corporation can do great work.

Tips Fit for Kings

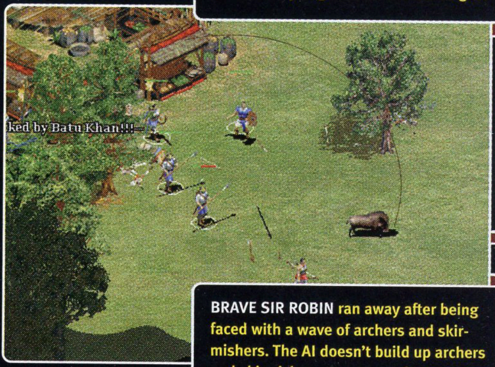
- **Scout early and quickly.** Finding herds of sheep and sending them back to town is the best way to get a jump on your enemies (heck, anything that delays the necessity of building farms is good).
- When you do build your farms, **build as close as possible to the mill**, and build all your farms in the same area. This makes it easier to find/rebuild farms as they run out of food. Always get farm upgrades (like Heavy Plow) as soon as you can.
- **The computer AI is still a bit weak in naval engagements.** You'll have a much easier time beating it on island maps.
- **Gold is more necessary than before.** Make sure you mine it heavily; almost everything past the Dark Ages requires gold, and lots of it. You can even build a market and spend gold to get any resources you need.
- **The computer doesn't build many skirmishers or cavalry.** This makes it quite vulnerable to archers and the like.
- **You'll need to build farms eventually, but they're a poor way to get food.** Wild boar is an excellent food source, although boars fight back. You need at least five villagers to guarantee not losing one when hunting boar. Try to lead the boar near the mill/town center before killing it (the pig pursues the first thing that attacks it). Similarly, use your scout cavalry to "herd" wild deer closer to your mill before hunting them.



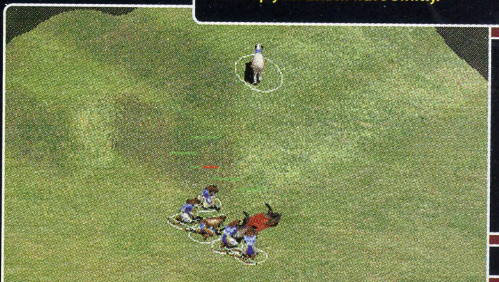
LITTLE BO PEEP has lost her sheep to the Celtic herders who like lamb chops. Herd the sheep into the town center and butcher them there in order to add to your food supply.



GOLD FINGER Fortunately, there is more gold in AoK than in AoE. That's because you need more of it than you did in AoE. Start mining as soon as possible or you could end up behind the resource curve as soon as you get out of the Dark Ages.



BRAVE SIR ROBIN ran away after being faced with a wave of archers and skirmishers. The AI doesn't build up archers and skirmishers, so you can have an advantage over the AI opponent if you build up your attack wave swiftly.



BOARING As in the original Age of Empires, the optimal ratio of hunters to wild animals is 5:1 in AOE II: AGE OF KINGS. For more efficient food gathering, attack the boar and retreat to the center of town before performing the killing blow and switching from hunter to butcher.

The latest installment in Capcom's "survival horror" franchise captures Jurassic Park*'s frenetic suspense so well that we can forgive the designers for lifting the movie's conceit. Whether you're looking for a great dinosaur shooter (is that even a genre?) or a little something to tide you over until* ***Resident Evil: Nemesis****, you won't be disappointed. This is the game that* should *have been licensed from the movie.*

Dino Crisis

"This is just like that movie!"

by Dave Gross

Dino Crisis
Publisher/Developer
Capcom

Premise
Now you too can run from T. Rexes just like Jeff Goldblum, without the annoying kids. Heck, you don't even turn into a fly!

Platform
Sony PlayStation

Website
www.capcom.com

Story	6
Graphics	8
Game play	9
Value	7
Overall	**8**

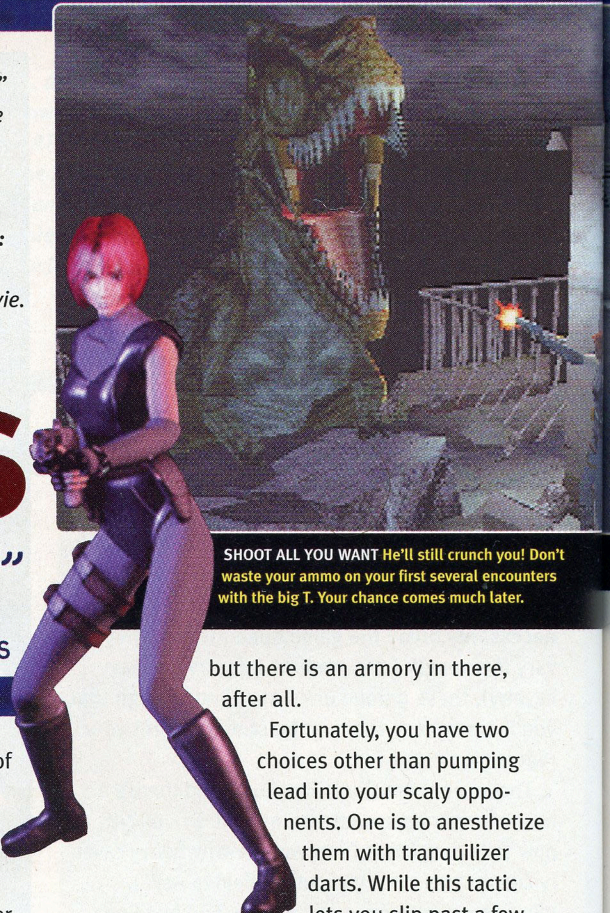
Scientists no longer believe Dave Gross was a large, cold-blooded, long-necked herbivore that spent most of his time in swamps to support his tremendous weight. They now acknowledge his neck isn't that long.

You play Special Agent Regina, one member of a special ops force assigned to escort an important scientist from a tropical island research facility. Naturally, Something Has Gone Terribly Wrong on the island, and the simple extraction soon turns into a bloody mess. After the requisite clues of a few torn fences and dismembered bodies, you come face-to-face with everyone's favorite flesh-eating dinosaurs. That the game *starts* with the velociraptors should give you some idea of just how brutal the fighting element is.

Dino Fight!

If you're coming to **Dino Crisis** from the **Resident Evil** games that were its precursors, you're probably ready for some tough combat. Well, you're not ready enough! Even the average dinosaur—and velociraptors are the "average" dinosaur here—can be far more deadly than the zombies and other undead creations of the RE series. Don't even think in terms of "level bosses." In this game, only one matters, and that's the nigh-unstoppable T. Rex. In almost every case, your only hope against this Godzilla-wannabe is to run away or cringe in the corner until it leaves you alone. At least it doesn't have atomic breath.

The good news about weapons is that you can play with the ammo and options, which let you use more potent tranquilizer darts or add stocks or sights to your basic shotgun and pistol. The bad news is that you don't have many basic weapons from which to choose. Even after you've won the game once and can change the look of Regina's weapons to resemble things like exotic prehistoric fish (yes, *fish*), they're still the same old pistols and shotguns. Granted, it's not logical to find the widest range of weapons in a science facility, but there is an armory in there, after all.



SHOOT ALL YOU WANT He'll still crunch you! Don't waste your ammo on your first several encounters with the big T. Your chance comes much later.

Fortunately, you have two choices other than pumping lead into your scaly opponents. One is to anesthetize them with tranquilizer darts. While this tactic lets you slip past a few beasties, they'll usually come out of it by the next time you pass through, so you might want to empty a clip into the sleeping critters just to make sure.

Your other alternative to fighting is, of course, running away. Dinos are a lot faster than zombies, but you have the advantage of being able to press buttons. Run to the far side of one of the laser barriers situated throughout the complex, and you can stop the dinos in their tracks. If you have to get through—or if you're just feeling mean—you can blow them to pieces from the other side of the wall. Don't forget to keep track of your ammo!

What Would MacGyver Do?

You won't mind the lack of weapons variety once you figure out how to concoct deadlier ammunition out of the anesthetic darts. After loading up on medical supplies and other goodies, save your game and experiment with various combinations. Here's one particularly useful combination:

anesthetic dart + resuscitation medicine = poison dart

Dino Bait

While you don't have the pleasure of playing multiple characters in **Dino Crisis**, you do have to make decisions based on your loyalty to one or the other of your main companions. Gail is a take-no-prisoners badass who'll probably rub you the wrong way from the start. If you have a taste for a bit of the old ultraviolence, then you might prefer Gail to Rick, the

Not Just "Resident Dino"

Dino Crisis improves on the **Resident Evil** engine with the addition of two important moves.

To walk while aiming your weapon, simply hold the R1 button while using the D-pad. This way you can edge up on those dinos you hear just offscreen. It might not save you, but it sure feels comforting to have a leveled weapon at the ready.

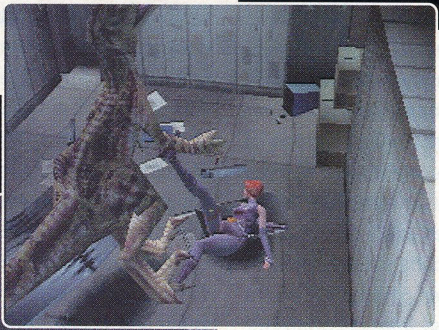
To make a quick 180-degree turn, hit the R2 button. This is a great way to start running away, but you can't do it while running—you have to stop first. Practice this move in anticipation of your encounters with the big T. You'll need it.

sensitive hacker alternative to your fearless leader. Choosing to follow Gail's path leads you to bloodier, combat-oriented missions, while taking Rick's lead opens the door to more puzzles. This decision-branching path gives the game good replay value as well as deepening the characterization of the NPCs.

That characterization is important, because except for the spiffy FMV scenes, the character animation has all the verisimilitude of action-figure theater. While the voice acting is well above average for a video game, the characters' mouths don't move, and their gestures have all the authenticity of inflatable dolls.

Jurassic Puzzles

The game's puzzles range from relatively simple word games to cool spatial relationship conundrums. The usual "color-coded" door keys have been replaced by two-part DDK Code Discs. First you must find both parts, then you still have to solve a word puzzle before opening the door. These range from the obvious to the confounding, but you can beat all of them using the clues the game provides. Best of all, they are mostly logical problems based on the pseudoscientific storyline. All of the puzzles are more plausible than the mystical chess pieces and tiles of the **Resident Evil** games, which should please those who don't have a taste for the supernatural.



DANGER! DANGER! When a dino knocks you down or when DANGER flashes on the screen, start mashing those buttons.

Accept It—You're Prey

Unlike RE, **Dino Crisis** leans toward science fiction rather than supernatural horror. While you can debate how scientific the notion of bringing dinosaurs into the present day might be, most of the game plot and puzzles do seem plausible.

What's more important is the way the game builds suspense and a convincing environment for the puzzles. On both these counts, **Dino Crisis** is a winner. For instance, just before you must run from the big T, the earth trembles. You then must watch in helpless horror as Regina talks to Rick on the radio far longer than any reasonably Spielberg-conscious gamer would after seeing concentric circles form in a glass of water.

To succeed at the game, you've got to embrace the concept of the better part of valor. If you don't learn to run away at the right time, you might find yourself in the Raggedy-Ann-meets-the-rottweiler predicament. When you do find yourself shaken, not stirred, mash the buttons as fast as you can to get loose. If you're in luck, you'll survive long enough to thank the dino responsible with a flurry of lead. Even so, you'll probably need the mondo-sized styptic pencil known as the hemostat. It's not pretty to trail blood when you walk away from a fight.

DDK Code Discs Got You Down?

Some of them are simple, but many approach Mensa-membership complexity. One helpful clue is that all the passwords begin with the letter of the Code Disk. If you're getting frustrated, here are the codes for all the doors.

SPOILERS AHEAD!!!

Area	DDK Disc	Password
Chief's Room	H	HEAD
Elevator Lobby	N	NEWCOMER
Laboratory	L	LABORATORY
Private Lab	E	ENERGY
Immigration Office	W	WATERWAY
Parts Storage Area	S	STABILIZER
Hallway	D	DOCTORKIRK

Genetic Flaws

One minor disappointment in the game mechanics is the inclusion of resuscitation medicine as a means of continuing the game. These medical packs perform essentially the same function as a continue option—which is also included to the tune of five freebies. The problem with these is that you've got to believe that Regina dies, falls on her resuscitation medicine, and springs back to life in perfect fighting trim.

Okay, so maybe that doesn't bother you, but resuscitation medicine fills another slot in your item list that would be better suited to some more slag rounds or anesthetic darts. (Fortunately, there's a better use for resuscitation medicine: check out the sidebar.)

And where is all that ammo, anyway? Like other "survival horror" games, **Dino Crisis** is stingy with the ammunition, a ham-fisted way to build suspense. It still works, but not as nicely as the accumulation of bloody discoveries before a wall of scales leaps out to eviscerate you.

Maybe it's better to call **Dino Crisis** a "survival terror" game, since it trades spooky magic for pseudoscience. The overall experience feels more like a thrill ride than a haunted house, and in that way it's both a worthy successor and a refreshing change of pace from **Resident Evil**.

Welcome to the first installment of "Moscatellovision," a new feature in TopDeck *wherein avid gamer, math professor, and all-around knowledgeable dude Rick Moscatello offers you the low-down on Games Worth Mentioning. After that, we're not really responsible with what you do with this information. Look, kid, just don't go on any killing sprees, OK? And now, let's turn on the Moscatellovision—those old vacuum tubes can take a while to warm up....*

Moscatellovision

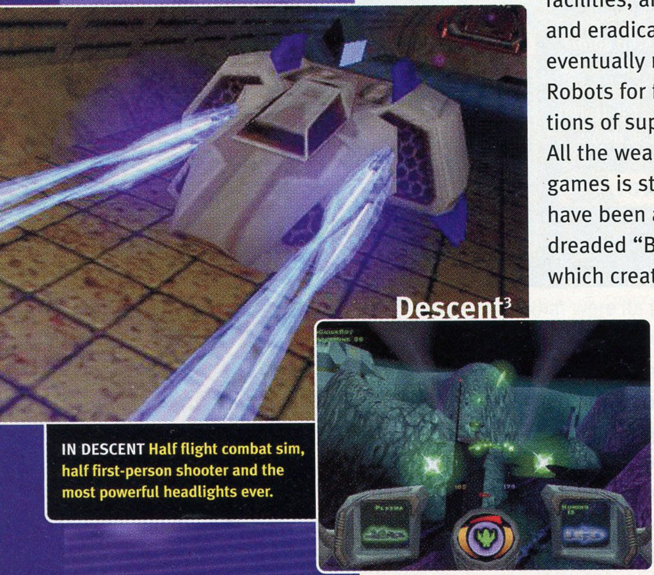
BAD GUYS' NAMES GENERALLY START WITH "D" (EXCEPT WHEN THEY DON'T)

by Rick Moscatello

Descent^3

If you think **Quake III** is too simplistic an action shooter, check out Interplay's **Descent^3** to see what the hardcore first-person shooting gamers play.

As far as story goes, the designers have it down pat: hostile robots have taken over some facilities, and your job is to go in and eradicate everything hostile, eventually meeting Big Boss Robots for firsthand demonstrations of super-powerful weaponry. All the weaponry from the old games is still here, but new twists have been added—twists like the dreaded "Black Shark" missile, which creates a nifty vortex that sucks away all those pesky enemies. There's also plenty of eye candy, from the cartoonish cut scenes to the sprawling level designs.



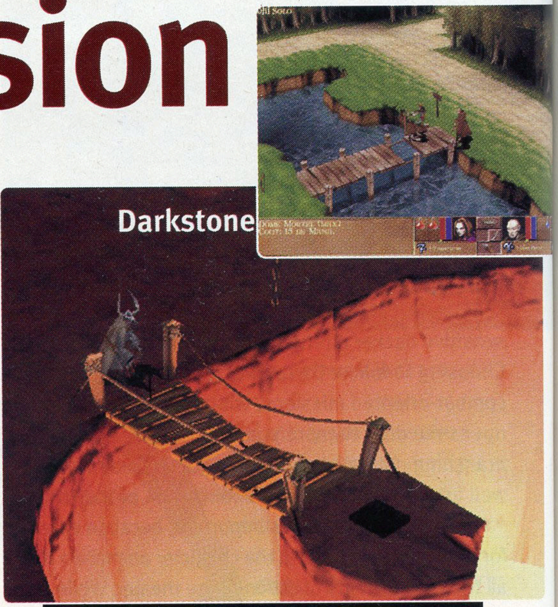
Descent^3

IN DESCENT Half flight combat sim, half first-person shooter and the most powerful headlights ever.

The game is positively swollen with multiplayer options, from the usual capture-the-flag and anarchy rules, to a cute "monster ball" game where you try to blast a gigantic ball into the opposing team's goal.

Overall, this game rocks solidly, whether you're into solo play or gaming with buddies online. If you were into the earlier versions (or **Freespace**), you'll love this game, but even a veteran will find it all too easy to get disoriented in the three-dimensional, mazelike levels. If you're new to the genre, you might want to search the bargain bins for **Descent** 1 or 2, as it takes time to get used to all the subtle maneuvers your ship can perform.

Rick Moscatello is positively swollen with multiplayer options. Just stay away from his "monster ball."



Darkstone

BRIDGE TWO, FAR Yeah, that looks safe.

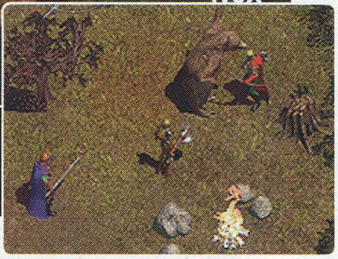
Darkstone

If **Diablo II** hasn't found its way under your Christmas tree or other seasonal gift plant, you should check out this little beauty from Gathering of Developers.

Your mission in this fantasy slugfest is to go into the dungeons and kill an evil being whose name starts with a *D* (Draak by name, and yes, he *is* a dragon). There are four character classes (with separate genders for each), and a town filled with helpful villagers who'll aid you in your quest. Each character class has its own special set of skills, and you can pay to improve them as you go up levels. Also, when you go up, you get points to spend on increasing your stats, like your strength and vitality. Magic items vary wildly in power and provide a host of special abilities. There's also a wide variety of quests, so that no two games ever come close to playing the same way.

Hey, doesn't this sound like **Diablo**? You're probably wondering why there isn't a copyright infringement lawsuit! **Darkstone** might have similarities, but it has several cool improvements. The main thing that sets this game apart is that you do your adventuring with two characters. You can swap between them at any time, but whatever character you aren't playing is more than capable of behaving intelligently, ducking and hacking and chucking spells with the speed that only a computer can manage.

If you're tired of trashing Diablo, pick up **Darkstone** and take a shot at Draak. You won't be disappointed.



CART BEFORE THE NOX **Diab—er, Nox** gives you lots of RPG action and no one whose name starts with "*D*".

Nox

Another good candidate for "best **Diablo** clone" is **Nox**, from Westwood studios. While the isometric perspective, three character classes, endless dungeon-crawling, and red health/blue mana bars make the comparison inevitable, **Nox** is heading down a different, but also popular, gaming path.

The backstory looks like something out of a *Heavy Metal* comic, as a normal guy finds a strange orb. Naturally, the orb turns out to be the "hood ornament" of a powerful staff, and when the Ultimate Bad Person tries to cast a typical bad-person-type spell, our hero gets sucked into an alternate reality. His only option at that point is to decide exactly how to fight evil. Warrior, wizard, and conjurer (a mix of the previous two) are the options. Well, at least you don't have to kill someone whose name starts with a *D*.

Remember the arcade game **Gauntlet**? Many a college tuition was spent a quarter at a time helping out adventurers that need food badly. **Nox** hopes to recapture the clickfest action with simplified roleplaying (wow, did you think it was *possible* to simplify the roleplaying in **Diablo**?), an easier inventory system, and more multiplayer options.

It's just as well the game isn't a complete **Diablo** clone, as it hopes to come out right around January (when **Diablo II** might be out, assuming Blizzard meets their release date).

Prince of Persia 3D

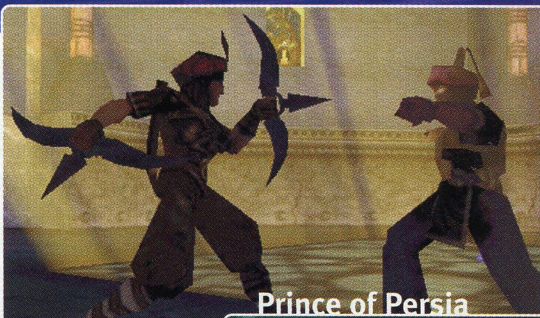
While **Drakan** is a fine fantasy adventure/fighting game, the emphasis on combat gore, combined with a lead character than can function as an armed flotation device, might just rub some gamers the wrong way.

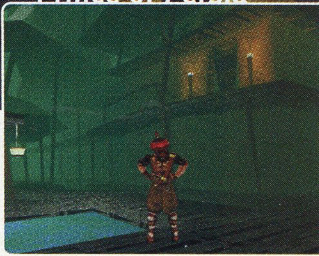
Prince of Persia 3D, from Red Orb Entertainment, takes the "lone hero with a sword" idea to the colorful world of the Middle East. It seems evil King Assan (the sultan's younger brother) doesn't quite like your haircut, and he's kidnapped your wife (the princess, who is a bit more sensibly proportioned than Rynn or Lara, although not nearly as formidable), and chucked you into the dungeon. Your goal, if you choose not to live out your days as a lump, is to escape the dungeon, kick Assan, and rescue the maiden fair, all in grand heroic tradition.

Those with lightning reflexes and a desire to chop enemies into little giblet-sized nuggets might be disappointed. Yes, there is combat, but it isn't so shocking; foes collapse fairly neatly. Running and jumping is pretty limited, and you don't do any of it during the combat (where you mostly just stand and hack, with a small amount of dodging and blocking).

Your prince is surprisingly agile, although he has the turning radius of a tractor trailer. The bulk of the game involves solving puzzles, with buttons, levels, ledges, and little tunnels all over the place.

Prince of Persia 3D is a pretty game. As long as you realize that—despite the beautiful graphics and third-person perspective—it *isn't* yet another combat game, you won't be disappointed.





NO GENIE REQUIRED This prince parties like it's 999.

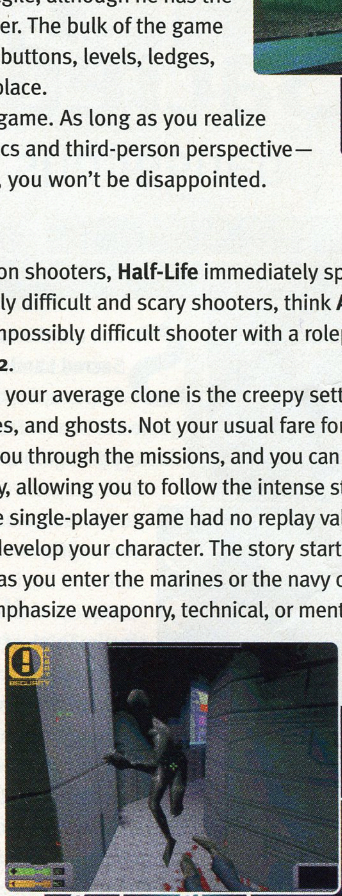
System Shock 2

When you think of scary first-person shooters, **Half-Life** immediately springs to mind. When you think of impossibly difficult and scary shooters, think **Aliens vs. Predator**. When you think scary, impossibly difficult shooter with a roleplaying element, reach for **System Shock 2**.

What sets this game apart from your average clone is the creepy setting: a starship aswarm with zombies, corpses, and ghosts. Not your usual fare for a sci-fi game. There is someone to guide you through the missions, and you can pick up email and data disks along the way, allowing you to follow the intense storyline.

Half-Life's great story meant the single-player game had no replay value, whereas **System Shock 2** allows you to develop your character. The story starts four years before "game time" begins, as you enter the marines or the navy or the psionics division. Thus, you can emphasize weaponry, technical, or mental abilities in your character. During the game, you'll be granted the opportunity to increase your abilities, eventually becoming a very skilled killing machine. You don't get nearly enough opportunities to develop every aspect, so you'll need to play the game through at least three times before you can claim to have done everything. Some skills seem to be more useful than others—"hacking," in particular, as there are many chests/crates/security systems that require hacking skill to override the locks.

Much like **Aliens vs. Predator**, the game is bitterly difficult. Pistols jam with frightening regularity, ammunition is in pitifully short supply, and you'll need a lot of additional training before you can operate a shotgun. This makes the most important skill using cheat codes. Hit the colon key (i.e., shift and semicolon), then type in "summon_obj [item]" to get what you need. You'll find "summon_obj med patch" to be quite useful (you'll need intravenous healing throughout the game), and "summon_obj standard clip" is a nice one, too. Still, it's a great game, so check it out.



SCULLY, IT'S ME Get shocked by sci-fi zombies and spooky space ghosts!

System Shock 2

The fallen angels in the Legion of the Damned attempt to restore a paradise destroyed by jealousy. The Undead Hordes are, of course, out for blood. They specifically want the blood of the Mountain Clans, though. They've never forgiven the Norse god Wotan for what he did to their goddess, Mortis. The Mountain Clans are tied so closely to Nordic lore that their major quest is to restore the knowledge found in lost runes. The Empire is a traditional group of Paladin-like do-gooders. Nothing to see here. Just move along and conquer.

Disciples: Sacred Lands

Dangerous Discipline

by Johnny L. Wilson

Disciples: Sacred Lands
Publisher/Developer
Strategy First

Premise
Played **Heroes of Might & Magic III**? Like it? Buy this game!

System Requirements
P166 or equivalent (P200 recommended); 32 MB RAM (400 MB recommended); 4X speed CD-ROM; SVGA video card; 50 MB hard drive space; Windows 95/98

Website
www.strategyfirst.com

TOPRATED

Story	7
Graphics	8
Game play	8
Value	8
Overall	8

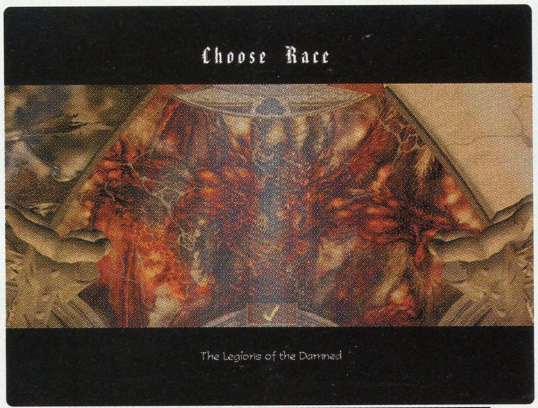
Johnny Wilson loves turn-based strategy games and played the full campaign for DSL as the Damned because he was tired of having his colleagues mistake the adjective for his first name. Yup, good ol' "Adjective" Wilson, that's what they call him.

Such are the four races represented in **Disciples: Sacred Lands** (DSL). DSL is a typical 4E (Explore, Expand, Encounter, and Exterminate) game set in a fantasy world. As alluded to in the introductory paragraph, each race has a campaign, divided into chapters (scenarios), in which the race tries to prosecute its racial agenda. The scenarios follow a different sequence for each race and have different basic objectives, though expansion and conquest are inevitable. The goals merely provide focus. Think of the game as a bastard child of **Lords of Magic** and **Civilization**, with the graphic pizzazz of a real-time strategy game, but the leisurely, cerebral pace of a turn-based game. The cut scenes are minimalist line art with mediocre voiceovers, but the conceptual art and interface art have the nicest touches yet from small, Canadian-based publisher Strategy First.

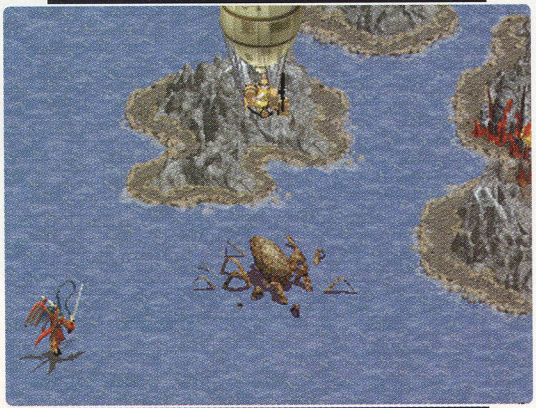
SQUARE THE ROD

The game mechanics are simple. Move each group, represented on-screen by that group's animated leader, and peel back the ubiquitous black veil that saturates the unexplored map. Point and click to where you want to go; blue flags indicate your itinerary for this turn. Gray flags show your estimated travel path for next turn. If your path crosses that of hostile characters (that's usually any character on the map other than your own), a red flag appears. Click again and combat begins, with a look not too dissimilar from **Heroes of Might & Magic**.

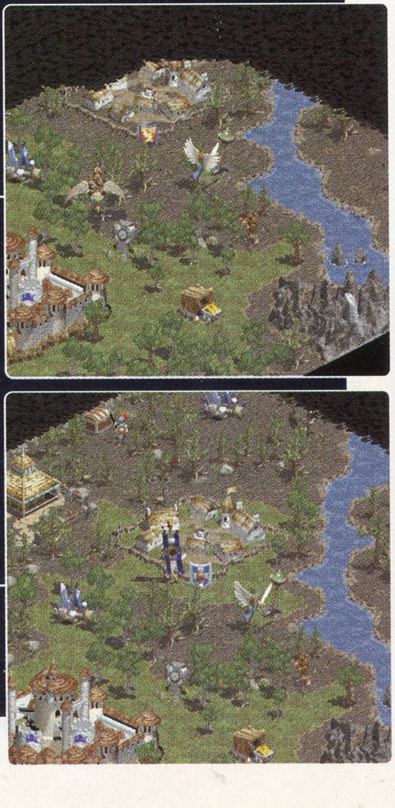
As with HOMM, you'll find that some units have ranged attacks while others have area attacks and others have only melee abilities. Attack initiative is



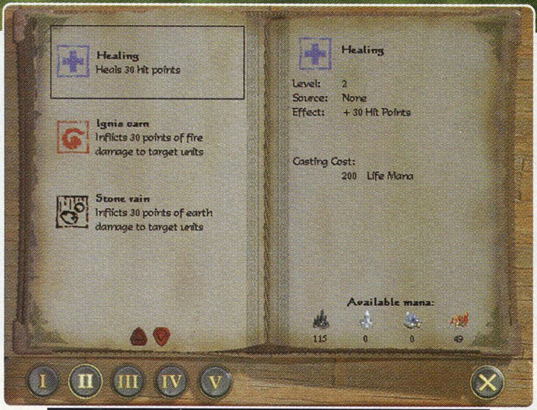
RACIAL PREJUDICE Choosing a race from an intricately etched introductory screen is the first step in your quest.



DWARVES IN SPACE The infamous dwarf balloon rains fire from heaven upon an unsuspecting sea monster. Area attacks and ranged attacks can be used to devastating effect in **Disciples: Sacred Lands**.



TERRA FORMING Each race has a unit that can plant a rod of power to transform the terrain, like this Archangel (Empire) unit in the first scenario. If you conquer a castle or stronghold after the rod has been planted, you spread favorable terrain even faster.



Healing
Heals 30 hit points

Ignis carn
Inflicts 30 points of fire damage to target units

Stone rain
Inflicts 30 points of earth damage to target units

Healing
Level: 2
Source: None
Effect: + 30 Hit Points

Casting Cost:
200 Life Mana

Available mana:
115 0 0 49

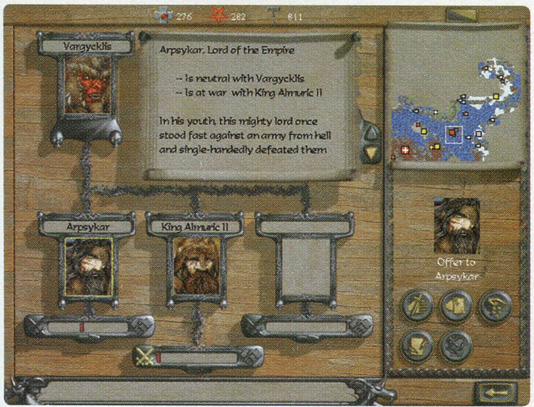
LIFE IS UNFAIR In this case, the sorcerer knows how to cast spells requiring life mana, but can't pay the fee because he hasn't found a source for the blue crystals.

determined by each unit's abilities as modified up or down by magical artifacts or spells. Damage is taken in hit points as in most roleplaying games, and reaching zero causes death. Because this is fantasy, however, you can always resurrect dead units—for a price. Fortunately, successful combat adds experience points to individual units. Add enough experience points and your characters can go up in level.

At the same time as your combat units are bashing your enemies, you send out your colonizing units to plant rods of power. These rods transform the terrain into your racial preference (lava for the damned, wilderness for the undead, fertile fields for the imperial citizens, and icy fields for the mountain dwellers) and enable you to claim resources (mana generators and gold).

MAGICK: THE SUMMONING

The magic system bears only slight resemblance to the color-based system of **Magic: The Gathering**. Each race uses one color-coded type of mana—infernal (red), life (blue), runestone (white), and death (black). Each race begins with a spellbook that uses only the mana associated with that race—Damned (red), Mountain Clans (blue), Empire (white), and Undead (black).



Vargyckils

Arpsykar, Lord of the Empire
- Is neutral with Vargyckils
- Is at war with King Almuric II

In his youth this mighty lord once stood fast against an army from hell and single-handedly defeated them

Arpsykar

King Almuric II

Offer to Arpsykar

DIPPY MECHANISM Anyone expecting Avalon Hill's **Diplomacy** ("Dippy") in the diplomatic mechanism of **Disciples: Sacred Lands** is going to be very disappointed. You can bribe them, but you can't really buy the loyalty of your would-be enemies.

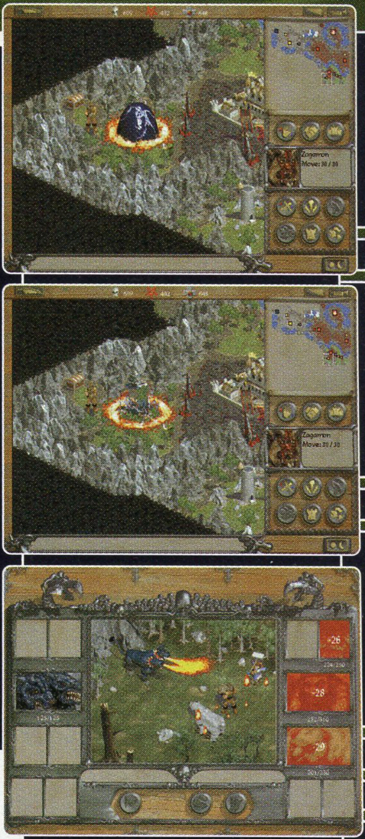
Beat the System!

If you use the *Summon* spells correctly, not only can you soften up the enemy for a future attack, but you can also glean important intelligence without needing a thief or spy.

You'll definitely need to research and purchase the Summon spells as soon as possible because the summoned units can infiltrate any fort, ruin, stronghold, or castle, and can attack units in open ground. Other spells enable you to hit units in the open with Plague, Ice Storm, Tempest, and Fire (as well as mental attacks), but units within castles or buildings are protected from such spells. You'll want to use your summoned creatures to whittle those units down to size before you come in with the units that cost you gold instead of mana.

In addition to regular magic, there are three types of artifacts. Your heroes will need one of three separate abilities to use staffs and scrolls, artifacts and tomes, and banners, respectively. These items can make a big difference in terms of movement points, increases in damage given, and decreases in damage taken. Because only two permanent magical items can be in use by a given character, inventory management is more interesting than it is in the **Civilization** games or HOMM.

Each advancing chapter in the campaign opens higher levels in your spellbook. You merely need to "research" the spells in your capital in order for all of your spellcasters to be able to cast the spells (you must also have enough mana to cast them). Once you've explored the map, you may be able to buy spells in a Wizard's Tower or pick up artifacts that accomplish the same things (with attendant mana costs, as well).



SUMMON CHANT ALL EVENING Each race has Summon spells. The Damned can cast Summon Hellhound. This provides an area attack which not only damages all of the units in a combat (including those in the back rank), but provides exact statistics on the strength of your opponents. You can cast Summon Hellhound twice per turn, and it's a good idea to keep hitting your opponent with Hellhounds (Nightmares, Valkyries, or Golems) in order to destroy the wizards and archers in the back rank before you bring in your actual units and put them at risk.

DISCIPLINED APPROACH

Disciples: Sacred Lands features a streamlined approach to the classic empire-building game. You can improve each city, castle, or stronghold by constructing certain installations or buildings, but you don't need to monitor it as much as in the **Civilization** games or **Master of Magic**. It's much more similar to **Lords of Magic** and HOMM.

Still, as in **Civilization** and **Master of Magic**, you have the option of engaging your enemies diplomatically as well as with military force. Unfortunately, most of the artificial opponent races are more likely to ally with each other in a non-aggression pact than they are to align with you. In playing the Legions of the Damned campaign, I tried to buy my way into the Empire's graces, but Neutrality was the best I could do. It didn't matter; the Empire attacked me out of nowhere after many turns of non-aggression. I played for hundreds of turns without attacking, just trying to bribe the Mountain Clans and the Empire into attacking each other. It didn't work.

Indeed, the only facet of DSL that I felt didn't work was the Diplomacy mechanism. This may be a result of trying it persistently only while playing the Damned, but I was disappointed in this aspect of the game. I also felt that, no matter what the stated objective of the scenario was, you pretty well always started as the least powerful race and had to conquer the world step by step, inch by inch, or you wouldn't reach the objective as strong as you needed to be in order to win.

Nonetheless, **Disciples: Sacred Lands** is one of those "Just one more move!" games that keeps you up later than you should be. DSL is by far the best turn-based fantasy game since **Master of Magic** and it's a game I'm keeping on my hard drive for the long haul.

It's rare to find a game that can add depth to a done-to-death genre, but Relic found a way to take real-time strategy and combine it with a solid tactical space combat sim. The icing on the cake is the graphics, which go above and beyond anything that's currently available.

Real-Time strategy gets Graphic Appeal

Homeworld

by peter whitley

Homeworld
Publisher
Sierra

Developer
Relic

Premise
Fleeing from the Cylon tyranny, the last Battlestar, *Galac*—er, fleeing from Alien tyranny, the last human-packin' mothership of the decimated planet Kharak leads a ragtag, fugitive fleet on a lonely quest: a shining planet known as Homeworld.

System Requirements
PII 233 or equivalent; 32 MB RAM; 4x speed CD-ROM; 150 MB hard drive space; Windows 95/98/NT

Website
www.sierrastudios.com/games/homeworld

Story	8
Graphics	9
Game play	7
Value	8
Overall	8

Peter Whitley knows that hotkeys will be humanity's salvation in the face of aggressive and stupid unknown entities. Bank on it!

Yeah, That Sounds Plausible

"Save humanity." Sound familiar? Yep, you gotta step up to bat for humankind once again. (You've had lots of practice, I'm sure.) Strangely, the story really is sort of unique. In the future, our species (that is to say, "humans") apparently live only on some distant, low-rent planet. For centuries we toil along until archeologists find evidence that our original home planet is in the resource-rich center of the galaxy. Our future selves want some of that, so we build a hyperspace-capable ship to go there. During tests of our "ark," unidentified forces attack us and our hopes of reaching our homeland are dashed among the space debris...almost. Our current crummy planet is razed, as well as our docking station, so we're forced to make the journey untested, with no resources, and with only us...the sole human beings in the whole galaxy, on board.

Well, maybe it's not that believable, but at least it's interesting.

Easy to Learn

If you've played **Command & Conquer** or **War/Starcraft** then you know the drill. Mine your resources, make good decisions, buy only what you need, research consistently but prudently, smash your enemy. The same is true with **Homeworld**. You mine mineral-rich space debris while your research creates bigger and better ships. Meanwhile, your enemy acts as an extraordinarily aggressive (and often stupid) unknown entity.

Funny thing about **Homeworld** is the easy comparison not to other RTS games, but to the tactical game **Myth**. It has the same type of mix: nothing about the purchasing and researching is ground- or game-breaking, but its great graphics, engaging story, unique game play, and intelligent, open-ended challenges mean it's the kind of game that entices you to be good at it.

Combat Is Hard

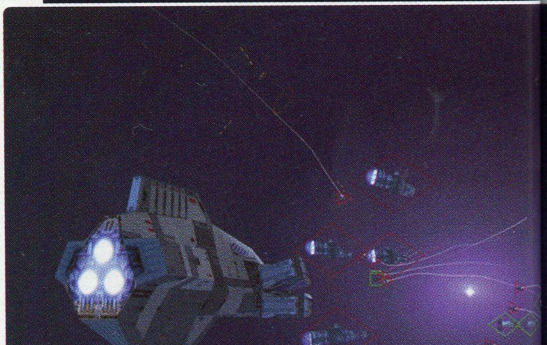
As the game progresses, your duty is to frequently engage in combat. You'll do fine by simply selecting all your ships and targeting all of their ships, at least for a while, but before too long the AI will start playing rough and you have to be more inventive.

It's difficult to micromanage your fleet as they fly through three-dimensional space. This isn't your typical **Warcraft** map with sides, one plane, and unstackable units...this is space! Relic did a phenomenal job of keeping it organized and intuitive by dealing with all navigation on one plane of reference, even though you can move yourself to any vantage point. You may be looking up at your fleet, but if you want to move them, the directional references are clearly defined.

To make things that should be tough even easier, you have access to a long-range map for traveling farther distances. As a last resort, there are clusters of light, novas, and small moons that, as you zoom your viewpoint around, whip past your view, giving you yet another series of landmarks.

Tactical aspects of combat include choosing the type of ships you build and the composition of your

ORGANIZATION IS YOUR GREATEST ALLY. Keep your chaos controlled by creating "squads" of ships that each perform special tasks.



THERE IS NO "UP," THERE IS ONLY "DO." The theater of war is space, so you can rotate to view the action from any side.

formations and groups. The manual stressed formation as a key to gaining the upper hand during skirmishes, but I found that my ships would all fly around chaotically after the initial contact (which ruined my beautiful "claw"). Every ship has three "attitude" settings: Aggressive, Normal, and Evasive. Aggressive puts more power to the weapon systems while Evasive diverts more power to the engines. This has quite a bit of impact on the outcome of your battles. The biggest impact, though, comes from micromanaging as much as you can.

It's Lonely Being the Last Human

Homeworld's greatest achievement? Ambiance. The graphics are stunning and beautiful. Each ship leaves glowing cosmic jet streams (and a good thing, too, or they wouldn't look like they were moving at all). The scale, design, and backgrounds will have you wanting to take snapshot after snapshot. Adding to this majestic vacuum, spooky Latin chants will give you the chills. It'll make you cry, you feel so bad for these people stuck out in space all alone. It's simply a superbly illustrated game.

There were a few quirks in the graphics, though. The silliest ones are moons that, as I rotated around my fleet, would insert themselves in front of my ships. Also, my mothership, if I zoomed too closely, reverted to wireframe. This might be intentional, as it is such a large ship it could conceivably disrupt access to other ships in the fleet, but it bugged me that it took me out of the game's setting whenever it happened.

If Only It Were Perfect

It can be discouraging to find a game that you simply do not have enough time to play. **Homeworld** is like that...it sucks you in and challenges you. It has a great balance of resource management, twitchy combat micromanagement, and general strategic positioning to make any fan of naval space grognards, real-time strategy, or tactical maniacs sacrifice all kinds of time just to spend a little with this game.

Micromanaging Your Sanity

You will be building and tending to many different types of ships. Most of your fleet will be combat-capable, while the rest are used primarily to support the fleet.

Quickly being able to select troops pregrouped into tasks will save you hours of headache. When your ships are out in space dogfighting with the enemy, it's extremely difficult to select a few specific ships to pull out for some special duty. However, with a little preparation you can do it easily. Simply select those ships when you have a moment of quiet and assign the group a hotkey (Ctrl+1–9). When you are in the middle of combat, you can select those troops with your hotkey and assign them to their new task quickly.

To keep your enemy off balance, you can break your combat fleet into several groups. The first group will be there to draw fire. Order them to behave evasively and they will pour more energy to their engines than their guns. The second group, which should move in after the first group is firmly engaged, should be ordered to behave aggressively (more energy to guns than engines). They will move in with little regard to their own safety, which shouldn't matter because the enemy's guns are already trained on the first group. If your enemy catches on, simply switch the roles of the two groups.

The Basic Kushan Ships

Mothership [noncombat]
Although it has some pretty beefy firepower, it's not really something you want to get mixed up in combat. It'd be like losing the *Galactica* if anything happened to it—you only have the one.

Research Ship [noncombat]
This is where you store your brains. The more research ships you have, the faster you can develop new technologies. However, having more than three research ships working on one technology doesn't seem to help at all.

Resource Collector [noncombat]
Gathers space dust and other resources. Can also refuel combat ships in the field.

Probe [noncombat]
Once sent to its destination, it cannot move. Looks for signs of activity.

Scout [combat]
Fast, but very little firepower.

Technologies

Nearly all the ships in **Homeworld** require at least one or more technologies in order to be built. The following diagram is a description of each technology and discovery required to obtain subsequent technologies. Ships that can be produced appear in brackets.

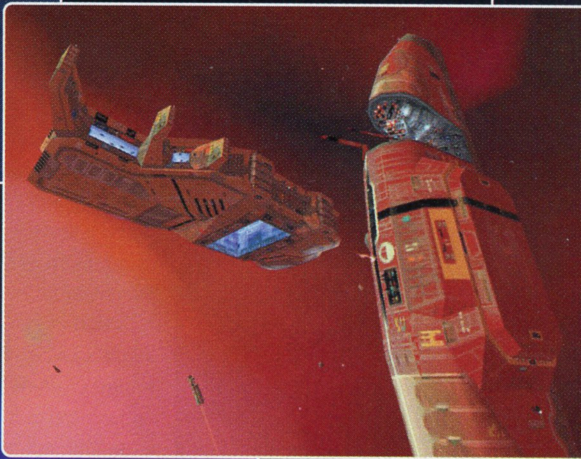
Fighter Drive
- Defender Subsystems [defender]
- Fighter Chassis [interceptor]
  - Plasma Bomb Launcher [attack bomber]
  - Cloaked Fighter [cloaked fighter]

Corvette Drive [light corvette]
- Corvette Chassis [salvage corvette]
  - Fast Tracking Turrets [multigun corvette]
  - Hvy. Corvette Upgrade [hvy. corvette]
  - Minelaying Tech [minelayer corvette]

Capital Ship Drive [support frigate, resource controller]
- Gravity Generator [grav well generator]
- Cloak Generator [cloak generator]
- Capital Ship Chassis [assault frigate]
  - Ion Cannons [ion cannon frigate]
  - Drone Tech [drone frigate]
  - Super Capital Ship Drive [destroyer*]
    - Guided Missiles [missile destroyer]
  - Super Heavy Chassis [carrier**]
    - Heavy Guns [heavy cruiser* **]

Proximity Detector [prox detector]
- Sensors Array [sensor array]

* Also requires Ion Cannons
** Also requires Super Capital Ship Drive



A MOTHER OF A SHIP! Your mothership represents your last bastion of hope. *Defend it at all costs!*

*For anyone who enjoyed **Heroes of Might & Magic III**—and I have to be honest with you, if you didn't like **Heroes III**, stop reading now—the expansion Armageddon's Blade has seemed a long time coming. Fortunately, this add-on disk adds infinite replayability to an already dangerously addictive game. Not much has changed play-wise; this is still HOMM3, maddeningly addictive as ever—now flavored with powerful game-editing toys and a whole new town full of semi-new monsters.*

Heroes of Might & Magic III: Armageddon's Blade

An elemental expansion that will conflux you

by cory "Armageddon Hungry" Herndon

Heroes of Might & Magic III:
Armageddon's Blade

Publisher
3DO

Developer
New World Computing

Premise
Did you like **Heroes III**? Heck, did you love it? Did you play it until your spouse left you and/or your dog starved? Wasted a little too much time wrestling with the Naga Queens, if you know what I mean? Well, I hope you've managed to save up about 30 bucks.

Story	7
Graphics	8
Game play	10
Value	9
Overall	9

System Requirements
P133 or equivalent; 32 MB RAM; 4X speed CD-ROM; 100 MB hard drive space; Windows 95/98/NT

Website
www.3do.com/products/pc/heroes3/expansion/

Cory Herndon's so thirsty he could drink a Water Elemental.

Re-restoring Erathia

Six new campaigns, five of which can be accessed independently without having to go through any other levels, nine new heroes (not counting all the new heroes that come with the new town type), and 35 single scenarios are but the first few impressive features of the **Heroes III** expansion pack, *Armageddon's Blade*.

The actual AB story, told in the first campaign, starts off with Queen Catherine, fresh from her assumption of the Erathian throne. Queen Cathy now must face a new challenge in the form of Lucifer Kreegan, a mad demon king who wants to assemble the three dangerous artifacts that will enable him to construct Armageddon's Blade. This weapon, you're often told, will "set the world on fire."

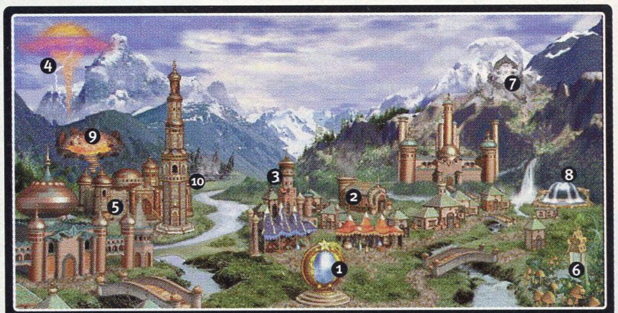
Catherine's your basic goody-goody knight type, although she (like all the characters except those hired from taverns) starts off at a much higher level than her HOMM3 counterpart. You won't be limited to such familiar characters for long, though. Soon you'll be fighting as the queen's trusted ranger Gelu, the demon lieutenant Xeron, and some of the new "elemental" heroes. These heroes all start at fairly high levels (relative to HOMM3), which is nice—it reduces the time spent squabbling with puny imps and the like.

A Good Reason to Go to War!

Of course, that's just the first campaign, and cool (and hard!) as it is, there's a lot more on this disc. In this reviewer's humble opinion, the coolest feature of *Armageddon's Blade* isn't the new town, it's the random map generator built into the scenario screen. Somehow the thing tosses out consistently playable maps for a consistently replayable game. Finally, a deceptively simple campaign editor assures that diehard **Heroes** fans won't want for entertainment—at least until the release of **Heroes IV**.

Not-So-New Ground

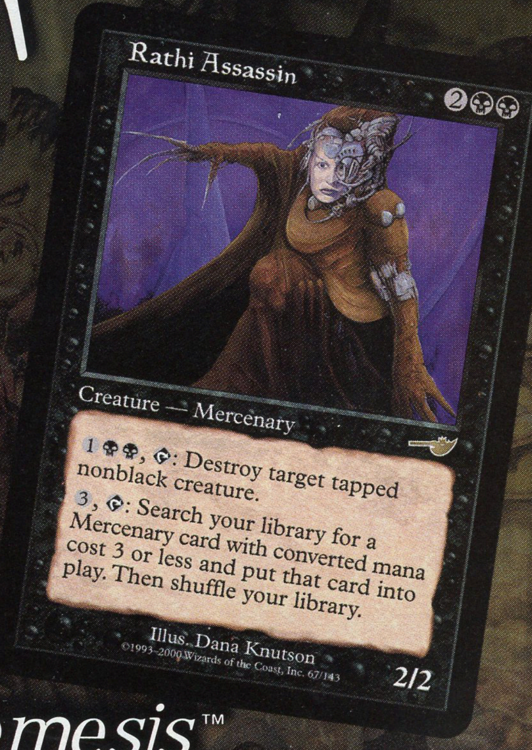
Back at last year's E3 in Los Angeles, I saw a very different version of the new *Armageddon's Blade* town type, one that would have introduced technological cyber-enhancements to the creature types already prevalent in the HOMM3 world—goblins with chainsaws for arms, that sort of thing. The city itself looked like something out of *Logan's Run*. For many reasons—not the least of which was the negative reaction of many fans who didn't like the idea of the Borg invading their fantasy game—3DO and New World opted for a city populated by creatures once neutral in HOMM3: the elementals. These Conflux towns also house a couple of creatures from the dark and distant past of the series.



The Conflux Town

1	ALTAR OF THOUGHT Produces two all-new creature types, the powerful Psychic Elemental and the lightning-quick Magic Elemental.
2	BLACKSMITH The good kind—he makes ballistas.
3	RESOURCE SILO Providing nutritious mercury daily.
4	PYRE Firebirds, then Phoenixes, rise from the ashes here.
5	MAGIC UNIVERSITY Learn any or all of four schools of magic, just like that!
6	GARDEN OF LIFE Upgrades from Magic Lantern, produces basic Pixies and upgraded Sprites.
7	ALTAR OF AIR Blows out Air Elementals, then the ranged-attack Storm variety.
8	ALTAR OF WATER Dribbles forth Water Elementals, and later, Ice Elementals with ranged attacks like the Storm Elementals'.
9	ALTAR OF FIRE Human Torch-y Fire Elementals ignite here, followed by nifty new Energy Elementals.
10	ALTAR OF EARTH Digs up the tough, but slow, Earth Elemental and the deadly Magma Elemental.
Not Pictured:	ARTIFACT MERCHANTS Get yer red-hot arty-facts heeeyah!
	SHIPYARD Oh, come on. You can figure that out, can't you?

get a good first impression



Rathi Assassin

2☠☠

Creature — Mercenary

1☠☠, ⟳: Destroy target tapped nonblack creature.

3, ⟳: Search your library for a Mercenary card with converted mana cost 3 or less and put that card into play. Then shuffle your library.

Illus. Dana Knutson

©1993-2000 Wizards of the Coast, Inc. 67/143

2/2

Nemesis™
Prerelease Tournaments
February 5, 2000.

Each attendee receives one commemorative *Nemesis* card while supplies last, plus one *Mercadian Masques*™ tournament pack and three *Nemesis* booster packs.

Certain cities offer second-day overflow tournaments on 2/6/00. Preregistration ends 5:00 P.M. local time Wednesday, February 2, 2000.

State	City	Phone
Alabama	Mobile	256-880-3726
Alaska	Anchorage	907-688-2651
Arizona	Phoenix	480-326-0925
California	Los Angeles	888-464-8881
California	SF Bay	650-947-0398
Colorado	Denver	303-366-3977
District of Columbia	Washington, D.C.	301-881-3530
Florida	Orlando	770-753-0030
Georgia	Atlanta	770-753-0030
Hawaii	Honolulu	808-596-8236
Idaho	Boise	303-478-5703
Illinois	Chicago	847-724-9636
Indiana	Indianapolis	765-284-3425
Iowa	Iowa City	319-338-0086
Massachusetts	Boston	617-666-5799
Michigan	Detroit	888-464-8881
Minnesota	Minneapolis	920-623-2791
Missouri	St. Louis	314-947-8330
Nebraska	Lincoln	402-434-5056
Nevada	Las Vegas	303-478-5703
New Mexico	Albuquerque	505-265-6100
New York	New York	212-633-6320
New York	Rochester	212-633-6320
North Carolina	Raleigh	336-889-9900
Ohio	Akron	330-922-4263
Ohio	Columbus	888-464-8881
Oklahoma	Tulsa	316-946-1055
Oregon	Eugene	541-485-0375
Pennsylvania	Philadelphia	800-852-2442
Pennsylvania	Pittsburgh	888-464-8881
Tennesee	Memphis	256-880-3726
Texas	Dallas	316-946-1055
Texas	Houston	713-462-8738
Texas	San Antonio	713-462-8738
Utah	Salt Lake City	303-478-5703
Washington	Seattle	206-675-1608
Alberta	Edmonton	780-481-3496
Manitoba	Winnipeg	204-772-5415
Ontario	Toronto	905-721-1521
Quebec	Montreal	514-286-9099

NEMESIS™

DCI™

MAGIC The Gathering® TRADING CARD GAME

Wizards OF THE COAST®

Questions? Go to <www.wizards.com/Magic> or call (800) 324-6496.

All trademarks are property of Wizards of the Coast, Inc. ©2000 Wizards.

PURE MAGIC

SS TINGRAY
SEATTLE
MAGIC The Gathering
DECKMASTER

PURE SEATTLE

$15,000 Grand Prix–Seattle

January 14–16, 2000

Magic: The Gathering® Pro Tour™—New York Qualifier

Seattle Center Pavilion
Seattle, Washington

Earn a Bye!
Get a first-, second-, or third-round bye with DCI Extended ratings above 1700, 1800, or 1900; or 6, 12, or 24 Pro Tour player points, respectively. Grand Prix Trials winners are also awarded a third-round bye. Play in the Grand Prix–Seattle Trial on Friday, January 14, 2000, at the Wizards of the Coast® Game Center.

Fee:
$22 in advance
$25 on site

1700 Division
Five competitors who don't place in the Top 16 will share $1,500. (Only DCI™ members whose highest lifetime Extended ratings are 1700 or less as of January 1, 2000 are eligible for this bonus payout.)

Format:
Extended

DCI™

Wizards of the Coast®

MAGIC The Gathering®
GRAND PRIX

For advance registration, call (206) 675-1608 before 5:00 P.M. on Wednesday, January 12, 2000

All trademarks are property of Wizards of the Coast, Inc.
©1999 Wizards of the Coast, Inc.

DUELIST PRICE INDEX

HOW TO USE THIS GUIDE

The prices presented here are the result of a nationwide survey of retailers. All prices, high, median, and low, are real. The median is similar to an average price (also called the mean in high-falutin' mathematical terms). The difference is that the median is an actual value that is located in the middle of an ordered list of all values, while the mean is the total of all values, divided by the number of values. The variations between high, median, and low reflect the differences in regional supply and demand. The index shows the change in the median from last month's DPI. Amounts in the index column are black when a card's value increases, and red when it decreases.

The high and low are best used to determine the price range for a given card. When purchasing cards, it's very likely that the price will fall somewhere between the listed high and low, and it is likely to be closer to the median than to high or low.

When trading cards, it's best to compare their median prices. The high and low often fluctuate depending on demographics. For the most stable comparison, the median is the way to go. The tradability rating (TR) can also be used to help determine the demand for a card.

CARD CONDITION

Mint–Fresh out of the pack, cards are almost always in mint condition. Cards that are not straight out of a booster might still be in mint condition but typically are not, unless they've been protected somehow since opening.

Near Mint–Upon first inspection, mint and near mint condition cards should seem identical. Near mint condition cards are different only by the virtue of one or two barely detectable marks. All DPI prices are for mint/near mint condition cards. The distinction is so minor that one or two indiscernible marks do not devalue the card.

Very Fine–Bearing one or two small but noticeable marks, which can include small scratches, whitened corners, and minor scuff marks. Very fine condition cards are worth about 70–90 percent of a mint/near mint version of the same card.

Fine–Cards that have many minor defects–whitened corners, scratches, and scuff marks–but no major marks, such as creases, folds, or extensive scuff marks. Fine condition cards are worth about 60–80 percent of a mint/near mint version of the same card.

Good–Similar to a card in fine condition, but with more pronounced defects, or one or two major marks. Good condition cards are worth about 30–70 percent of a mint/near mint version of the same card.

Poor–Heavily played, creased, or folded cards are considered to be in poor condition. Generally, poor condition cards that are not in limited supply have little or no value. Poor condition cards that are difficult to find in mint/near mint condition are worth about 10–50 percent of a mint/near mint version of the same card.

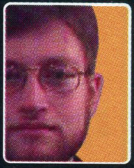
The Fine Print–The prices listed are based on the experience of the authors and a select group of nationwide consultants. They are presented as a guide for information purposes only. No one is obligated in any way to buy, sell, or trade according to the prices.

Condition, rarity, demand, and the reader's desire to own determine the actual price paid. No offer to buy or sell at the prices listed is intended or made. Buying and selling is conducted at the reader's risk. Neither the authors nor the publisher assume any liability for any losses suffered for use of, or any typographic errors contained in, this guide. All value estimates are presented in U.S. dollars.

BUILDING A DECK FOR VIRTUALLY NOTHING

by Alex Shvartsman

There may not be such thing as a free meal, but a free deck is not all that far-fetched. Up until now I've focused on increasing the value of your collection. This time around I'd like to talk about building a deck without spending a fortune.



Alex Shvartsman (ashv@concentric.net) is an independent professional trader. Every month we ask him what he thinks, and he just tells us.

BE PREPARED

First and the most important way to save money is to build and playtest your deck before actually chasing after the rare cards you'll need. When playing with your friends you can simply proxy the cards you are missing—a land that has "Masticore" written on it is as good as the real thing at that point. If you have a computer, you can use the ***Magic: The Gathering*** *Interactive Encyclopedia* to playtest your decks without even putting two cards together. There are text-based programs available on the internet too.

Playtest the deck thoroughly to make sure you really want to build it and play it in tournaments. Show your deck list to some of the better players at your store—they might suggest some improvements or ways to replace a hard-to-find rare card with a cheaper alternative that would work just as well. For example, Albino Troll is a much better regenerating creature than Ancient Silverback—even if it is smaller—it also happens to cost no more than a buck whereas you can expect to pay $3–5 for the big monkey.

THIS WON' T HURT AT ALL...

Once you have the list for the deck you want to build, it's time to get the cards you need. Commons and most uncommons should be easy to get—most players will gladly give you their extra commons. You can probably even get bulk commons at a very low price from your local retailer if all else fails. If you're a new player, you probably find yourself buying packs at least once in a while. You might want to save those packs instead of opening them right away. Use them to practice draft and sealed play—why not get double the use out of the cards?

Chances are a few random packs will not include all the cards you need for your deck. However, you'll get rare and foil cards that other people might want. You can swap those for the cards that belong in your deck. When trading, it is important to do some research and learn the approximate value of each card—that way you can be sure you are not losing your shirt on the deal. You can use the DPI, as well as advice of the more experienced players you trust, when trading.

I SAID, "VIRTUALLY," NOT, "ACTUALLY..."

It might be very difficult to get sought-after rares such as Masticore or Squee, Goblin Nabob for your deck. There are some cards everyone just absolutely refuses to trade away, even when the offer is heavily to their advantage. It might be worth it to spend the cash and buy those cards, since they are bound to be difficult to trade for. Even if you find someone willing to trade them to you, the trade could devastate your collection.

Since you are trading to complete a deck rather than to increase the value of your collection, the process of trading for the rest of the cards you need should be relatively quick and painless. Sometimes it might be necessary to lose a dollar or two in value, but it still beats spending cash out of pocket to buy cards.

ARE YOU DONE WITH THAT?

Whatever deck you play, it is always worth it to invest in good card sleeves. Inexpensive ones are OK too, but they need to be replaced more often and are harder to shuffle. Either way, they keep the cards you play with from getting worn out. This way you'll be able to get a better deal in trade for them when you're ready to move on to the next deck.

Central

- **Cosmic Comics - Helena**
  109 East 6th Avenue
  Helena, MT 59601
  Phone: (406) 442-8003
  Contact: Peggy Bahls
  cosmic@centric.net
- **Dragon's Den**
  3801 W. 34th St., Suite 115
  Sioux Falls, SD 57106
  Phone: (605) 361-4343
  Contact: Larry Kohlman
  dragons_den@ideasign.com
- **Level 12**
  114 W 2nd St
  Casper, WY 82601
  Phone: (307) 266-5303
  Contact: Mark Bull
  splort@coffey.com
- **The Splash Page - Missoula**
  1900 Brook St
  Missoula, MT 59801
  Phone: (406) 543-9944
  Contact: Scott Phelps
  scott@thesplashpage.com

Mid-Atlantic

- **All Star Comics & Cards**
  1151 Quentin Rd
  Lebanon, PA 17042
  Phone: (717) 228-1855
  Contact: Kevin Furhman
- **Comicquest**
  1328 Chestnut St
  Emmaus, PA 18049
  Phone: (610) 966-0199
  Contact: Tom Barnes
  tj@enter.net
- **Game Trader**
  428 Portage Trail
  Cuyahoga Falls, OH 44221
  Phone: (330) 922-4263
  Contact: Lee McLean
  gtrader@raex.com
- **Legends Collectors Emporium**
  1757 George Washington Memorial Hwy
  Glouchester Point, VA 23062
  Phone: (804) 642-5515
  Combat: Robert Bear
  webmaster@legendsmtg.com
- **Richmond Comix**
  8517 Midlothian Turnpike
  Richmond, VA 23235
  Phone: (804) 330-3460
  Contact: Frank Miller
  richmix@cybrwks.net
- **Spellbinders**
  257 South Water Street
  Kent, OH 44240
  Phone: (330) 673-2230
  Contact: Paul Burdick
  zuranguy@aol.com
- **Total Access Games**
  7217 Stonewall Parkway
  Mechanicsville, VA 23111
  Phone: (804) 559-1124
  Contact: John Bowles
  total-access@mindspring.com

Midwest

- **Big League Baseball Cards Supply**
  527 North Sheridan Street
  Crown Point, IN 46307
  Phone: (219) 663-7537
  Contact: Tim Malott
  save@big-league.com
- **Chimera Hobby Shop-II**
  425 West College Ave
  Appleton, WI 54911
  Phone: (920) 735-1201
  Contact: Bob Moses
  chimera@iosys.net
- **Downtown Comics**
  111 North Pennsylvania Street
  Indianapolis, IN 46204
  Phone: (317) 237-0398
  Contact: Kevin Dolen
  dtc@indy.net
- **Dragon Fire Comics**
  1800 NW 86th Street
  Clive, IA 50325
  Phone: (515) 270-5371
  Contact: Doug & Jeff
  dragon-fire@email.msn.com
- **Galaxy Cards & Comics**
  2707 Aurora Avenue
  Naperville, IL 60540
  Phone: (630) 778-1144
  Contact: Dan Pfiefer
  galaxycom1@aol.com
- **Games Galore**
  7 University Avenue
  Madison, WI 53715
  Phone: (608) 288-1800
  Contact: Jason Moungey
  jdmounge@students.wisc.edu
- **In Your Face Comics**
  2350 E Stop 11 Rd
  Indianapolis, IN 46227
  Phone: (317) 888-9961
  Contact: Alex Heminger
  angelal@iquest.net
- **Kahok Cards**
  104 S Morrison
  Collinsville, IL 62234
  Phone: (618) 345-6453
  Contact: Michael Castelli
  dizdugout@aol.com
- **Outer Limits/White Cap Comics**
  1120 Burton SW
  Wyoming, MI 49509
  Phone: (616) 452-1348
  Contact: Dan Collins
  rex2man@aol.com
- **S & S Collectibles**
  3506 S 22nd St
  St. Joseph, MO 64503
  Phone: (816) 233-4413
  Contact: Sam Bradford
  sandscomputing@sandscomputing.com
- **Sibley Lumber Centers**
  25212 Harper Avenue
  St Clair Shores, MI 48081
  Phone: (810) 772-2020
  Contact: Howard Dawson
  phd11@juno.com
- **The Tenth Planet**
  200 West Lincoln Hwy
  Schereville, IN 46375
  Phone: (219) 322-2902
  Contact: Matt Johnson
  merlin@comnetcom.net

Northeast

- **Flights of Fantasy**
  217 Central Avenue
  Albany, NY 12206
  Phone: (518) 433-8803
  Contact: Maria Perry
  fof@nycap.rr.com
- **Heavenly Collectibles**
  883 72nd Street
  Brooklyn, NY 11228
  Phone: (718) 921-0450
  Contact: Reynaldo Torres
- **Jam's Comic Connection**
  435 King Street
  Littleton, MA 01460
  Phone: (978) 486-1099
  Contact: Joan Sekelsky
  Jamscomics@mail.com
- **Lenox Sportscards & Gaming**
  55 Pittsfield Rd
  Lenox, MA 01240
  Phone: (413) 637-3243
  Contact: Bill Mitkoff
  wamcards@berkshirenet.com
- **Neutral Ground - New York**
  122 W 26th Street 4th Floor
  New York, NY 10001
  Phone: (212) 633-1288
  Contact: Brian David-Marshall
  info@nground.com
- **New Hampshire Magic Outpost**
  761 Candia Road
  Chester, NH 03036
  Phone: (603) 483-2276
  Contact: Raymond Anderson
  maroken@aol.com
- **Rah Coco's**
  1063 Chalkstone Ave
  Providence, RI 02908
  Phone: (401) 861-3221
  Contact: Regan Hurst
  rah-cocos@home.com
- **Saratoga Sci-Fi**
  Wilton Mall
  Saratoga Springs, NY 12866
  Phone: (518) 584-2699
  Contact: Doug Chang
  doug@scifizone.com
- **The Brass Dragon**
  272 Main St
  Torrington, CT 06790
  Phone: (860) 489-5262
  Contact: Brian Muhlbaier
  brassdragon@snet.net
- **The Game Zone**
  903 Central Avenue #8
  Dover, NH 03820
  Phone: (603) 749-2242
  Contact: Mark Hutchinson
- **The Grid**
  687 Main St
  Manchester, CT 06040
  Phone: (860) 645-9006
  Contact: Karl Dignam
  the_grid@yahoo.com
- **Wayne's Cards & Comics**
  711 Putnam Pike
  Greenville, RI 02828
  Phone: (401) 949-0022
  Contact: Wayne Martin
  wmartin711@aol.com

Northwest

- **Allegiance Games**
  1210 First Street
  Snohomish, WA 98290
  Phone: (360) 568-1785
  Contact: David Gerrard
  renegade37@worldnet.att.net
- **Emerald City Comics**
  770 E 13th
  Eugene, OR 97401
  Phone: (541) 345-2568
  Contact: Stuart Bracken
- **Gambit Games**
  1037 Northwest Brooks Street
  Bend, OR 97701
  Phone: (541) 330-8196
  Contact: Brad Irwin
- **Games Plus**
  17612 140th Ave NE
  Woodinville, WA 98072
  Phone: (425) 485-7295
  Contact: Donald Forbis
  gamespls@isomedia.com
- **Somerville Entertainment**
  8008 W Scardale
  Boise, ID 83704
  Phone: (208) 368-5277
  Contact: Ken Somerville
  somerent@micron.net

Southeast

- **Blackthorn**
  1430 Highway 70E
  Dickson, TN 37055
  Phone: (615) 446-6057
  Contact: Mark Amoroso
  blkthrn1@aol.com
- **Bunjee's Books and Comics**
  1414 Highway 16 W
  Griffin, GA 30223
  Phone: (770) 412-6723
  Contact: Bill Phillips
  smivvins@aol.com
- **Games Galore - Raleigh**
  6570 Glenwood Ave
  Raleigh, NC 27612
  Phone: (919) 781-4263
  Contact: Chris Killmeyer
  pmcrae@bellsouth.net
- **Neutral Ground - Atlanta**
  281 South Main Street 103 B
  Alpharetta, GA 30004
  Phone: (770) 753-0030
  Contact: Rudy Edwards
  efreet@mindspring.com
- **Outer Limit Comics**
  100 N. Houston Lake Blvd.
  Centerville, GA 31028
  Phone: (912) 953-7867
  Contact: David Davenport
  ded127@aol.com
- **Underground Games**
  8316 Pineville-Matthews Road Suite 903
  Charlotte, NC 28226
  Phone: (704) 543-7400
  Contact: Jason Vogt
  undergroundgames@perigee.net

South

- **Bibliotech Books and Comics**
  123 E Main
  Shawnee, OK 74801
  Phone: (405) 275-9494
  Contact: Randolph Grizzle
  BBCcomics@aol.com
- **Browser Games**
  5608 Pinemont
  Houston, TX 77092
  Phone: (713) 680-1870
  Contact: Deana Fortine
  deana@browsergames.com
- **Grand Slam Sports & Comics**
  3436 Williams Rd
  Fort Worth, TX 76116
  Phone: (817) 244-7311
  Contact: Chuck Royal
  magic_grandslam@hotmail.com
- **Ivory & Steel**
  1585 Cimarron Plaza
  Stillwater, OK 74075
  Phone: (405) 372-3905
  Contact: Jason Lewis
  ivorystl@ionet.net
- **Pegasus Loft**
  2731 Southwest Parkway Suite #6
  Wichita Falls, TX 76308
  Phone: (940) 692-7571
  Contact: Shelton Fugate
  pegloft@wf.quik.com

West

- **All Star Baseball**
  912 S Robertson Blvd
  Los Angeles, CA 90035
  Phone: (310) 652-2904
  Contact: Richard Lo Scalzo
  allstarcards@earthlin.net
- **Amazing Comics & Cards**
  5555 Sterns Street Suite 103
  Long Beach, CA 90815
  Phone: (562) 493-4427
  Contact: Dan Farias
  amazingcomicscards@worldnet.att.net
- **Arizona Collector's Paradise**
  1649 North 74th Street
  Scottsdale, AZ 85257
  Phone: (602) 970-6744
  Contact: George Velez
  azpar@aol.com
- **BCS Books & Comics**
  701 Inwood Dr
  Bryan, TX 77802
  Phone: (409) 846-7412
  Contact: Guy Jones
  jroark@txcyber.com
- **Court Jesters**
  1117 E Main Street #102
  Alhambra, CA 91801
  Phone: (626) 284-2607
  Contact: Frank Burr
  frank@courtjesters.com
- **North Coast Role Playing**
  609 E St
  Eureka, CA 95501
  Phone: (707) 444-2288
  Contact: Barry Osser
  oss1ncrp@mail.northcoast.com
- **Thunder & Lightning Cards**
  1716 Colorado Boulevard
  Los Angeles, CA 90041
  Phone: (323) 341-5600
  Contact: Art Soghomonian
  tlgaming@aol.com

Meet the Contributors

On this page you'll find the names of the retailers who've contributed their price lists. Without their help, we wouldn't have any prices. Part of their reward can be seen throughout the DPI, in the form of "Shop Talk." Every month Shop Talk features eight contributors, one from each region, voicing their opinions about a variety of topics. If you see a store in your area that you didn't know about, give them a call. They could be closer than you think.

Our "financial consultants" are some of the most skilled traders in the United States. Dan Bock, Randall Newell, and Alex Shvartsman will be keeping us up to date on which **Magic** cards are being traded and which ones are just collecting dust.

MORE MOXES!

If you're a retailer who has an extensive inventory of out-of-print cards, contact us at (425)-254-2212 or superskrull@wizards.com to become a DPI contributor.

POKéMON TRADING CARD GAME

BASIC SET UNLIMITED

Item		High	Med	Low	TR	+/-
Booster Pack		$4.00	$3.50	$2.99	3	
Starter Deck		11.00	9.99	8.99	0	
Blackout PCD		12.00	9.99	9.99	3	
Brushfire PCD		12.00	9.99	9.99	3	
Overgrowth PCD		12.00	9.99	9.99	3	
Zap! PCD		12.99	9.99	9.99	4	
Abra	C	$0.50	$0.25	$0.20	0	
Alakazam	H	17.00	14.00	10.00	5	1.00
Arcanine	U	2.00	1.00	0.75	2	
Beedrill	R	6.00	5.00	4.00	3	
Bill	C	0.25	0.25	0.25	2	
Blastoise	H	20.00	18.00	13.00	4	2.00
Bulbasaur	C	0.50	0.25	0.20	0	
Caterpie	C	0.50	0.25	0.20	0	
Chansey	H	15.00	12.00	10.00	5	
Charizard	H	40.00	30.00	25.00	5	
Charmander	C	0.30	0.25	0.20	0	
Charmeleon	U	1.50	1.00	0.75	1	
Clefairy	H	14.00	12.00	10.00	4	
Clefairy Doll	R	5.00	5.00	3.00	2	
Computer Search	R	5.00	4.00	3.00	2	
Defender	U	1.00	1.00	0.50	1	
Devolution Spray	R	5.00	4.00	3.00	1	
Dewgong	U	1.50	1.00	0.75	1	
Diglett	C	0.30	0.25	0.20	0	
Doduo	C	0.30	0.25	0.20	1	
Double Colorless Energy	U	2.00	2.00	1.00	0	
Dragonair	R	6.00	5.00	4.50	3	
Dratini	U	1.50	1.00	0.75	1	
Drowzee	C	0.30	0.25	0.20	0	
Dugtrio	R	5.00	5.00	4.00	3	
Electabuzz	R	6.00	5.00	4.99	4	
Electrode	R	5.00	5.00	4.00	2	
Energy Removal	C	0.25	0.25	0.20	3	
Energy Retrieval	U	1.00	0.75	0.50	2	0.25
Farfetch'd	U	1.50	1.00	0.75	1	
Fighting Energy	C	0.25	0.25	0.20	1	
Fire Energy	C	0.25	0.25	0.20	1	
Full Heal	U	1.00	0.75	0.50	1	0.25
Gastly	C	0.30	0.25	0.20	0	
Grass Energy	C	0.35	0.25	0.20	1	
Growlithe	U	1.50	1.00	0.75	1	
Gust of Wind	C	0.25	0.25	0.20	1	
Gyarados	H	13.00	10.00	10.00	3	
Haunter	U	1.50	1.00	0.75	1	
Hitmonchan	H	12.00	10.00	9.00	4	
Imposter Professor Oak	R	5.00	4.00	3.00	3	
Item Finder	R	5.00	4.00	3.00	3	
Ivysaur	U	2.00	1.00	0.75	1	
Jynx	U	1.50	1.00	0.75	1	
Kadabra	U	2.00	1.00	0.99	2	
Kakuna	U	1.50	1.00	0.75	1	
Koffing	C	0.30	0.25	0.20	0	
Lass	R	5.00	4.00	3.00	1	
Lightning Energy	C	0.29	0.25	0.20	1	
Machamp	H	10.00	10.00	7.00	2	
Machoke	U	1.50	1.00	0.75	1	
Machop	C	0.30	0.25	0.20	0	
Magikarp	U	1.50	1.00	0.75	1	
Magmar	U	1.50	1.00	0.75	1	
Magnemite	C	0.30	0.25	0.20	3	
Magneton	H	12.00	10.00	8.50	0	
Maintenance	U	1.00	0.75	0.50	1	0.25
Metapod	C	0.30	0.25	0.20	0	
Mewtwo	H	14.00	10.00	10.00	3	
Nidoking	H	15.00	12.00	10.00	3	
Nidoran (male)	C	0.30	0.25	0.20	0	
Nidorino	U	1.50	1.00	0.75	1	
Ninetales	H	12.00	10.00	8.00	3	
Onix	C	0.30	0.25	0.20	0	
Pidgeotto	R	6.00	5.00	4.00	2	
Pidgey	C	0.50	0.25	0.20	0	
Pikachu	C	0.75	0.25	0.20	2	
PlusPower	U	1.00	0.75	0.50	1	0.25
Pokédex	U	1.00	0.75	0.50	2	0.25
Pokémon Breeder	R	5.00	4.00	3.99	3	
Pokémon Center	U	1.00	1.00	0.50	1	
Pokémon Flute	U	1.00	1.00	0.50	1	
Pokémon Trader	R	5.00	4.00	3.00	4	
Poliwag	C	0.30	0.25	0.20	0	
Poliwhirl	U	1.50	1.00	0.75	1	
Poliwrath	H	15.00	12.00	10.00	3	1.00
Ponyta	C	0.30	0.25	0.20	0	
Porygon	U	1.50	1.00	0.74	1	
Potion	C	0.25	0.25	0.20	1	
Professor Oak	U	2.00	1.00	0.60	4	
Psychic Energy	C	0.29	0.25	0.20	1	
Raichu	H	15.00	10.00	2.00	4	
Raticate	U	0.50	0.25	0.25	1	0.05
Rattata	C	1.00	0.50	0.50	0	
Revive	U	15.00	10.00	2.00	1	
Sandshrew	C	0.30	0.25	0.20	0	
Scoop Up	R	5.00	4.00	3.00	3	
Seel	U	1.50	1.00	0.75	1	
Squirtle	C	0.50	0.25	0.20	0	
Starmie	C	0.50	0.25	0.20	0	
Staryu	C	0.30	0.25	0.20	0	
Super Energy Removal	R	5.00	4.00	3.00	5	
Super Potion	U	1.00	1.00	0.50	2	
Switch	C	0.25	0.25	0.20	0	
Tangela	C	0.30	0.25	0.20	0	
Venusaur	H	18.00	15.00	11.00	4	
Voltorb	C	0.30	0.25	0.20	0	
Vulpix	C	0.30	0.25	0.20	0	
Wartortle	U	2.00	1.00	0.75	1	
Water Energy	C	0.35	0.25	0.20	2	
Weedle	C	0.30	0.25	0.20	0	
Zapdos	H	15.00	14.00	10.00	4	

JUNGLE UNLIMITED

Item		High	Med	Low	TR	+/-
Complete Set		$185	$150	$100	5	
Booster Display		113	105	100	5	
Booster Pack		3.99	3.29	2.99	4	0.29
Power Reserve PCD		12.99	10.00	9.99	3	
Water Blast PCD		12.00	9.99	9.99	3	
Bellsprout	C	$0.50	$0.25	$0.25	0	
Butterfree	U	2.00	1.00	0.75	1	
Clefable	H	13.00	12.00	8.00	5	
Clefable	R	6.00	5.00	5.00	3	
Cubone	C	0.50	0.25	0.25	0	
Dodrio	U	1.50	1.00	0.75	1	
Eevee	C	0.50	0.25	0.25	0	
Electrode	H	12.00	10.00	9.00	4	
Electrode	R	6.00	5.00	4.00	3	
Exeggcute	C	0.50	0.25	0.25	0	
Exeggutor	U	1.50	1.00	0.75	1	
Fearow	U	1.50	1.00	0.75	1	
Flareon	H	15.00	10.00	8.00	5	2.00
Flareon	R	6.00	5.00	4.00	4	
Gloom	U	1.50	1.00	0.75	1	
Goldeen	C	0.50	0.25	0.25	0	
Jigglypuff	C	0.50	0.25	0.25	0	
Jolteon	H	15.00	12.00	10.00	5	
Jolteon	R	7.00	5.00	5.00	4	
Kangaskhan	H	14.00	10.00	8.00	5	
Kangaskhan	R	7.00	5.00	4.00	3	
Lickitung	U	1.50	1.00	0.75	1	
Mankey	C	0.50	0.25	0.25	0	
Marowak	U	2.00	1.00	0.75	1	
Meowth	C	0.50	0.25	0.25	0	
Mr. Mime	H	14.00	10.00	10.00	4	
Mr. Mime	R	7.00	5.00	5.00	3	
Nidoqueen	H	13.00	10.00	8.00	4	
Nidoqueen	R	6.00	5.00	4.00	3	
Nidoran (Female)	C	0.50	0.25	0.25	0	
Nidorina	U	1.50	1.00	0.75	1	
Oddish	C	0.50	0.25	0.25	0	
Paras	C	0.50	0.25	0.25	0	
Parasect	U	1.50	1.00	0.75	1	
Persian	U	1.50	1.00	0.75	1	
Pidgeot	H	14.00	10.00	8.00	4	
Pidgeot	R	6.00	5.00	5.00	4	
Pikachu	C	0.50	0.25	0.25	1	
Pinsir	H	12.00	10.00	8.00	4	
Pinsir	R	6.00	5.00	4.00	3	
Poké Ball	C	0.50	0.25	0.25	0	
Primeape	U	1.50	1.00	0.75	1	
Rapidash	U	1.50	1.00	0.75	1	
Rhydon	U	1.50	1.00	0.75	1	
Rhyhorn	C	0.50	0.25	0.25	0	
Scyther	H	14.00	12.00	10.00	4	
Scyther	R	7.00	5.00	5.00	3	
Seaking	U	1.50	1.00	0.75	1	
Snorlax	H	12.00	12.00	8.00	4	
Snorlax	R	6.00	5.00	4.00	4	
Spearow	C	0.50	0.25	0.25	0	
Tauros	U	1.50	1.00	0.75	1	
Vaporeon	H	12.00	10.00	8.99	5	
Vaporeon	R	6.00	5.00	4.00	4	
Venomoth	H	12.00	10.00	8.00	5	
Venomoth	R	6.00	5.00	4.00	4	
Venonat	C	0.50	0.25	0.25	0	
Victreebel	H	12.00	10.00	8.00	4	
Victreebel	R	6.00	5.00	4.00	3	
Vileplume	H	12.00	10.00	8.00	4	
Vileplume	R	6.00	5.00	4.00	3	
Weepinbell	U	1.50	1.00	0.75	1	
Wigglytuff	H	14.00	10.00	10.00	5	2.00
Wigglytuff	R	7.00	5.00	4.00	4	

FOSSIL UNLIMITED

Item		High	Med	Low	TR	+/-
Complete Set		$200	$200	$200		
Booster Display		135	120	118		15.00
Booster Pack		3.99	3.99	3.29		
Aerodactyl	R	$8.00	$6.00	$4.00	4	1.00
Aerodactyl	H	16.00	14.00	10.00	5	1.00
Arbok	U	1.50	1.00	0.75	1	
Articuno	R	7.00	6.00	4.00	4	1.00
Articuno	H	15.00	12.00	10.00	4	
Cloyster	U	1.50	1.00	0.75	1	
Ditto	R	7.00	6.00	4.00	4	1.00
Ditto	H	14.00	12.00	10.00	4	
Dragonite	R	8.00	6.25	4.00	4	0.25
Dragonite	H	15.00	12.00	10.00	5	
Ekans	C	0.50	0.25	0.25	0	
Energy Search	C	0.50	0.25	0.25	0	
Gambler	C	0.50	0.25	0.25	0	
Gastly	U	1.50	1.00	0.74	1	
Gengar	R	7.00	5.95	4.00	4	0.95
Gengar	H	14.00	12.00	10.00	4	
Geodude	C	0.50	0.25	0.25	0	
Golbat	U	1.50	1.00	0.75	1	
Golduck	U	1.50	1.00	0.75	1	
Golem	U	1.50	1.00	0.75	1	
Graveler	U	1.50	1.00	0.75	1	
Grimer	C	0.50	0.25	0.25	0	
Haunter	R	6.00	5.00	4.00	3	
Haunter	H	14.00	10.00	9.00	5	2.00
Hitmonlee	R	6.00	5.95	4.00	3	0.95
Hitmonlee	H	14.00	12.00	9.49	4	2.00
Horsea	C	0.50	0.25	0.25	0	
Hypno	R	6.00	5.00	4.00	4	
Hypno	H	13.00	10.00	9.00	4	
Kabuto	C	0.50	0.25	0.25	0	
Kabutops	R	6.00	5.00	4.00	4	
Kabutops	H	12.95	12.00	9.00	4	
Kingler	U	1.50	1.00	0.75	1	
Krabby	C	0.50	0.25	0.25	0	
Lapras	R	6.00	5.00	4.00	3	
Lapras	H	12.00	10.00	9.00	4	
Magmar	U	1.50	1.00	0.75	1	
Magneton	R	6.00	5.00	4.00	3	
Magneton	H	12.00	10.00	9.00	4	2.00
Moltres	R	9.49	8.00	5.00	4	3.00
Moltres	H	15.00	12.00	10.00	4	
Mr. Fuji	U	3.49	1.50	1.00	1	
Muk	R	8.00	6.00	4.00	3	1.00
Muk	H	12.00	8.00	6.00	4	2.00
Mysterious Fossil	C	3.49	0.50	0.25	0	0.25
Omanyte	C	0.50	0.25	0.25	0	
Omastar	U	1.00	1.00	0.40	1	
Psyduck	C	0.50	0.50	0.25	0	0.20
Raichu	R	9.00	7.00	4.00	3	2.00
Raichu	H	14.00	10.00	5.00	4	2.00
Recycle	C	3.49	0.50	0.25	0	0.25
Sandslash	U	1.00	1.00	0.40	1	
Seadra	U	1.25	1.00	0.75	1	
Shellder	C	0.50	0.50	0.25	0	0.20
Slowbro	U	1.50	1.00	0.40	1	
Slowpoke	C	0.50	0.50	0.25	0	0.20
Tentacool	C	0.50	0.25	0.25	0	
Tentacruel	U	1.00	1.00	0.40	1	
Weezing	U	1.25	1.00	0.75	1	
Zapdos	R	9.00	6.00	5.00	3	1.00
Zapdos	H	13.00	10.00	2.00	4	
Zubat	C	3.49	0.50	0.25	0	0.20

MAGIC The Gathering

ALPHA

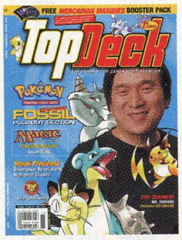
Item		High	Med	Low	TR	+/-
Typical Common		$1.00	$1.00	$0.79	1	
Air Elemental	U	$4.00	$3.00	$2.00	2	
Ancestral Recall	R	125	120	100	5	20.00
Animate Artifact	U	3.00	3.00	2.00	2	
Animate Dead	U	5.00	3.00	2.00	2	
Animate Wall	R	8.00	7.00	3.00	2	
Ankh of Mishra	R	8.00	6.00	3.00	2	1.00
Armageddon	R	25.00	10.00	8.00	4	
Aspect of Wolf	R	8.00	7.00	4.00	2	
Bad Moon	R	15.00	10.00	5.00	3	
Badlands	R	30.00	25.00	12.00	4	10.00
Balance	R	15.00	10.00	6.00	3	
Basalt Monolith	U	4.00	3.00	2.00	2	1.00
Bayou	R	30.00	25.00	12.00	4	10.00
Berserk	U	35.00	22.00	15.00	3	2.00
Birds of Paradise	R	25.00	10.00	8.00	3	
Black Knight	U	6.00	5.00	2.00	3	
Black Lotus	R	275	250	200	5	25.00
Black Vise	U	5.00	5.00	3.00	2	
Black Ward	U	3.00	3.00	2.00	2	
Blaze of Glory	R	35.00	30.00	18.00	3	
Blessing	R	10.00	8.00	4.00	2	
Blue Ward	U	3.00	3.00	2.00	2	
Bog Wraith	U	3.00	3.00	2.00	2	
Braingeyser	R	20.00	12.00	8.00	3	
Burrowing	U	3.00	3.00	2.00	2	1.00
Camouflage	U	6.00	6.00	5.00	2	
Castle	U	3.00	3.00	2.00	2	
Celestial Prism	U	3.00	3.00	2.00	2	
Channel	U	5.00	4.00	2.00	2	
Chaos Orb	R	60.00	45.00	40.00	4	
Chaoslace	R	8.00	5.00	2.00	2	1.00
Clockwork Beast	R	8.00	4.00	3.00	2	1.00
Clone	U	6.00	5.00	3.00	2	2.00
Cockatrice	R	10.00	5.00	4.00	2	1.00
Consecrate Land	U	8.00	6.00	5.00	2	1.00
Conservator	U	5.00	3.00	2.00	2	2.00
Contract from Below	R	10.00	8.00	3.00	2	
Control Magic	U	5.00	4.00	2.00	2	1.00
Conversion	U	3.00	3.00	2.00	2	2.00
Copper Tablet	U	8.00	5.00	3.00	2	1.00
Copy Artifact	R	12.00	10.00	6.00	3	2.00
Counterspell	U	8.00	8.00	3.00	3	2.00
Crusade	R	18.00	10.00	6.00	3	
Crystal Rod	U	3.00	3.00	2.00	2	1.00
Cursed Land	U	3.00	3.00	2.00	2	1.00
Cyclopean Tomb	R	45.00	30.00	25.00	4	
Dark Ritual	C	3.00	3.00	1.00	1	
Darkpact	R	8.00	6.00	3.00	2	2.00
Deathgrip	U	3.00	3.00	2.00	2	
Deathlace	R	8.00	5.00	2.00	2	2.00
Demonic Attorney	R	8.00	7.00	3.00	2	
Demonic Hordes	R	18.00	10.00	10.00	3	
Demonic Tutor	U	15.00	5.00	2.00	2	
Dingus Egg	R	8.00	7.00	4.00	2	
Disenchant	C	4.00	3.00	1.00	1	
Disintegrate	C	2.00	1.00	1.00	1	1.00
Disrupting Scepter	R	15.00	10.00	4.00	3	
Dragon Whelp	U	3.00	3.00	2.00	2	
Drain Life	C	2.00	1.00	1.00	1	1.00
Drain Power	R	8.00	7.00	3.00	2	
Dwarven Demo. Team	U	10.00	5.00	4.00	2	
Earth Elemental	U	3.00	3.00	2.00	2	
Earthquake	R	15.00	10.00	3.00	3	
Elvish Archers	R	12.00	8.00	4.00	3	2.00
Evil Presence	U	3.00	2.00	2.00	2	1.00
False Orders	C	4.00	1.00	1.00	1	2.99
Farmstead	R	8.00	8.00	3.00	3	
Fastbond	R	10.00	8.00	4.00	3	
Feedback	U	3.00	3.00	2.00	2	
Fire Elemental	U	3.00	3.00	2.00	2	
Fireball	C	4.00	2.00	1.00	1	
Flashfires	U	3.00	3.00	2.00	2	
Force of Nature	R	20.00	10.00	6.00	3	
Forcefield	R	90.00	60.00	40.00	3	
Fork	R	25.00	18.00	13.00	3	3.00
Fungusaur	R	10.00	8.00	5.00	2	2.00
Gaea's Liege	R	10.00	10.00	7.00	2	
Gauntlet of Might	R	90.00	70.00	50.00	3	20.00
Glasses of Urza	U	3.00	3.00	2.00	2	
Gloom	U	3.00	3.00	2.00	2	
Goblin Balloon Brigade	U	3.00	3.00	2.00	2	
Goblin King	R	14.00	12.00	7.00	2	
Granite Gargoyle	R	12.00	8.00	4.00	3	
Green Ward	U	3.00	3.00	2.00	2	
Helm of Chatzuk	R	10.00	7.00	3.00	2	
Hive, The	R	10.00	8.00	4.00	2	5.00
Howling Mine	R	18.00	10.00	6.00	3	5.00
Hurricane	U	5.00	3.00	2.00	2	2.00
Hypnotic Specter	U	10.00	8.00	3.00	2	2.00
Ice Storm	U	22.00	15.00	12.00	2	3.00
Icy Manipulator	U	35.00	30.00	20.00	3	5.00
Illusionary Mask	R	35.00	15.00	10.00	3	5.00
Instill Energy	U	3.00	2.00	2.00	2	2.00
Invisibility	C	4.00	3.00	1.00	1	1.00
Iron Star	U	3.00	3.00	2.00	2	1.00
Island Sanctuary	R	10.00	7.00	3.00	2	4.00
Ivory Cup	U	3.00	3.00	2.00	2	2.00
Jade Monoith	R	8.00	7.00	3.00	2	1.00
Jade Statue	U	15.00	10.00	5.00	2	2.00
Jayemdae Tome	R	15.00	10.00	4.00	3	3.00
Juggernaut	U	7.00	6.00	4.00	3	2.00
Karma	U	3.00	3.00	2.00	2	
Keldon Warlord	U	3.00	3.00	2.00	2	2.00
Kormus Bell	R	8.00	7.00	4.00	2	1.00
Kudzu	R	8.00	5.00	3.00	2	2.00
Lance	U	3.00	3.00	2.00	2	
Ley Druid	U	3.00	3.00	2.00	2	
Library of Leng	U	5.00	3.00	2.00	2	2.00
Lich	R	44.00	40.00	15.00	3	25.00
Lifeforce	U	3.00	2.00	2.00	2	3.00
Lifelace	R	8.00	5.00	2.00	2	3.00
Lifetap	U	3.00	3.00	2.00	2	1.00
Lightning Bolt	C	8.00	5.00	1.00	3	2.00
Living Artifact	R	8.00	6.00	2.00	2	1.00
Living Lands	R	8.00	7.00	2.00	2	5.00
Living Wall	U	4.00	3.00	2.00	2	
Llanowar Elves	C	2.00	2.00	1.00	1	
Lord of Atlantis	R	12.00	10.00	5.00	2	
Lord of the Pit	R	12.00	10.00	8.00	3	2.00
Lure	U	3.00	2.00	2.00	2	3.00
Magical Hack	R	10.00	8.00	4.00	2	
Mahamoti Djinn	R	20.00	10.00	6.00	3	
Mana Flare	R	12.00	10.00	5.00	2	
Mana Short	R	10.00	8.00	3.00	3	
Mana Vault	R	15.00	10.00	3.00	3	4.00
Manabarbs	R	10.00	7.00	3.00	2	1.00
Meekstone	R	10.00	8.00	4.00	2	5.00
Mind Twist	R	8.00	7.00	3.00	2	4.00
Mox Emerald	R	140	135	120	5	10.00
Mox Jet	R	140	135	120	5	10.00
Mox Pearl	R	160	135	100	5	
Mox Ruby	R	140	135	120	5	10.00
Mox Sapphire	R	140	135	120	5	10.00
Natural Selection	R	40.00	15.00	10.00	3	
Nether Shadow	R	10.00	9.00	5.00	2	1.00
Nettling Imp	U	4.29	3.00	3.00	2	1.29
Nevinyrral's Disk	R	25.00	10.00	7.00	4	
Nightmare	R	20.00	12.00	10.00	3	
Northern Paladin	R	12.00	10.00	7.00	2	2.00
Obsianus Golem	U	4.00	3.00	2.00	2	
Orcish Artillery	U	5.00	3.00	2.00	2	2.00
Orcish Oriflamme	U	3.00	3.00	2.00	2	7.00
Personal Incarnation	R	10.00	8.00	5.00	2	
Phantasmal Forces	U	3.00	3.00	2.00	2	
Phantom Monster	U	3.00	3.00	2.00	2	1.00
Pirate Ship	R	8.00	7.00	3.00	2	
Plateau	R	30.00	15.00	10.00	4	1.00
Power Surge	R	8.00	7.00	3.00	2	
Prodigal Sorcerer	C	3.00	2.00	1.00	1	1.00
Psionic Blast	U	25.00	18.00	5.00	3	
Purelace	R	8.00	4.00	2.00	2	2.00
Raging River	R	40.00	20.00	15.00	3	10.00
Red Ward	U	3.00	3.00	2.00	2	
Regrowth	U	6.00	5.00	2.00	3	
Resurrection	U	3.00	3.00	2.00	2	
Reverse Damage	R	12.00	8.00	4.00	2	
Righteousness	R	10.00	7.00	5.00	2	
Roc of Kher Ridges	R	10.00	8.00	4.00	3	
Rock Hydra	R	15.00	8.00	4.00	3	
Rod of Ruin	U	5.00	3.00	2.00	2	
Royal Assassin	R	20.00	16.00	10.00	3	
Sacrifice	U	5.00	3.00	2.00	2	
Savannah	R	30.00	25.00	12.00	4	
Savannah Lions	R	25.00	15.00	5.00	3	5.00

Top 10–
TopDeck–
Top Deal.

Pokémon
Trading Card Game
Legend of the Five Rings
Trading Card Game
11-Card Destiny Pack
Magic
Fossil
11 Additional Game Cards

Subscribe to TopDeck for less than the cost of *10 booster packs.*

One booster pack per issue. The top strategies for the games you love. Puzzles , reviews, decks, and more. It's like buying 10 boosters and getting 12 issues pluse 2 boosters free.


FREE MERCADIAN MASQUES BOOSTER PACK
TopDeck
Pokémon
Fossil
Magic

DO IT NOW! ***You know your opponents will.***

Get a year of Topdeck for only $29.90!
Email **topdeck@pcspublink.com** or
call **1-800-395-7760** (Mon-Fri 9-5 PST).

TopDeck™

TopDeck is a registered trademark of Wizards of the Coast ©1999 Wizards of the Coast, Inc.

Item		High	Med	Low	TR	+/-
Scavenging Ghoul	U	3.00	3.00	2.00	2	
Scrubland	R	30.00	15.00	10.00	4	
Sedge Troll	R	10.00	10.00	3.00	3	
Sengir Vampire	U	8.00	5.00	4.00	3	3.00
Serra Angel	U	15.00	6.00	5.00	3	
Shivan Dragon	R	30.00	15.00	10.00	4	
Simulacrum	U	5.00	3.00	2.00	2	
Sinkhole	C	12.00	8.00	2.00	2	2.00
Siren's Call	U	5.00	3.00	2.00	2	
Sleight of Mind	R	10.00	8.00	3.00	2	
Smoke	R	8.00	7.00	2.00	2	
Sol Ring	U	12.00	6.00	4.00	2	
Soul Net	U	5.00	3.00	2.00	2	
Stasis	R	12.00	8.00	3.00	3	
Steal Artifact	U	4.00	3.00	2.00	2	
Stone Giant	U	3.00	3.00	2.00	2	
Stone Rain	C	2.00	1.00	1.00	1	
Sunglasses of Urza	R	8.00	5.00	3.00	2	2.00
Swords to Plowshares	U	8.00	8.00	5.00	3	
Taiga	R	30.00	15.00	10.00	4	
Terror	C	2.00	1.00	1.00	1	
Thicket Basilisk	U	5.00	3.00	2.00	2	2.00
Thoughtlace	R	8.00	5.00	2.00	2	2.00
Throne of Bone	U	3.00	3.00	2.00	2	2.00
Timber Wolves	R	8.00	7.00	2.00	2	4.00
Time Vault	R	75.00	35.00	10.00	3	20.00
Time Walk	R	175	125	90.00	5	25.00
Timetwister	R	175	85.00	65.00	5	5.00
Tropical Island	R	30.00	15.00	10.00	4	3.00
Tsunami	U	5.00	5.00	2.00	2	
Tundra	R	30.00	15.00	10.00	4	3.00
Tunnel	U	5.00	3.00	2.00	2	2.00
Twiddle	C	2.00	1.00	1.00	1	
2-Headed Giant of Foriys	R	40.00	25.00	20.00	3	3.00
Underground Sea	R	40.00	25.00	12.00	4	7.00
Unholy Strength	C	5.00	1.00	1.00	1	
Uthden Troll	U	3.00	3.00	2.00	2	1.00
Verduran Enchantress	R	8.00	7.00	2.00	2	4.00
Vesuvan Doppelganger	R	25.00	13.00	10.00	3	
Veteran Bodyguard	R	12.00	10.00	7.00	3	2.00
Volcanic Eruption	R	10.00	8.00	3.00	2	
Volcanic Island	R	15.00	15.00	10.00	3	
Wall of Air	U	5.00	3.00	2.00	2	
Wall of Bone	U	3.00	3.00	2.00	2	
Wall of Brambles	U	3.00	3.00	2.00	2	
Wall of Fire	U	3.00	3.00	2.00	2	
Wall of Ice	U	3.00	3.00	2.00	2	
Wall of Stone	U	3.00	3.00	2.00	2	
Wall of Swords	U	3.00	3.00	2.00	2	
Wall of Water	U	3.00	3.00	2.00	2	
Wanderlust	U	3.00	3.00	2.00	2	
Warp Artifact	R	8.00	5.00	2.00	2	2.00
Water Elemental	U	4.00	3.00	2.00	2	
Web	R	8.00	5.00	2.00	2	2.00
Wheel of Fortune	R	18.00	10.00	5.00	3	
White Knight	U	10.00	8.00	5.00	3	2.00
White Ward	U	3.00	2.00	2.00	2	1.00
Will-O'-the-Wisp	R	12.00	10.00	6.00	3	
Winter Orb	R	15.00	10.00	6.00	3	
Wooden Sphere	U	4.00	3.00	2.00	2	
Word of Command	R	40.00	25.00	10.00	3	5.00
Wrath of God	R	25.00	25.00	8.00	4	15.00
Zombie Master	R	10.00	10.00	8.00	2	

BETA

Item		High	Med	Low	TR	+/-
Typical Common		$1.00	$1.00	$0.75	2	
Air Elemental	U	$5.00	$4.00	$2.00	3	
Ancestral Recall	R	185	175	120	5	
Animate Artifact	U	5.00	2.00	1.50	2	
Animate Dead	U	5.00	2.00	2.00	2	1.00
Animate Wall	R	8.00	7.00	2.00	3	
Ankh of Mishra	R	8.00	7.00	2.00	3	
Armageddon	R	40.00	25.00	6.00	4	
Aspect of Wolf	R	9.00	7.00	3.00	3	
Bad Moon	R	15.00	10.00	5.00	4	5.00
Badlands	R	40.00	40.00	12.00	4	
Balance	R	15.00	12.00	6.00	4	
Basalt Monolith	U	5.00	3.00	2.00	2	1.00
Bayou	R	40.00	40.00	12.00	4	
Berserk	U	45.00	35.00	20.00	4	
Birds of Paradise	R	35.00	25.00	8.00	4	5.00
Black Knight	U	6.00	5.00	2.00	3	
Black Lotus	R	400	300	275	5	
Black Vise	U	5.00	5.00	2.00	2	
Black Ward	U	5.00	2.00	1.00	2	
Blaze of Glory	R	35.00	25.00	18.00	3	
Blessing	R	10.00	8.00	3.00	3	
Blue Ward	U	5.00	2.00	1.00	2	
Bog Wraith	U	5.00	2.00	1.00	2	
Braingeyser	R	20.00	15.00	6.00	4	
Burrowing	U	5.00	2.00	1.00	2	
Camouflage	U	8.00	5.00	5.00	2	
Castle	U	5.00	3.00	1.00	2	
Celestial Prism	U	5.00	2.00	1.00	2	
Channel	U	5.00	3.00	2.00	2	1.00
Chaos Orb	R	90.00	70.00	50.00	4	
Chaoslace	R	8.00	7.00	2.00	3	2.00
Clockwork Beast	R	8.00	5.00	3.00	3	2.00
Clone	U	8.00	5.00	5.00	3	
Cockatrice	R	10.00	8.00	5.00	3	3.00
Consecrate Land	U	8.00	5.00	3.00	2	
Conservator	U	5.00	2.00	1.00	2	
Contract from Below	R	10.00	8.00	2.00	3	1.00
Control Magic	U	5.00	5.00	3.00	3	
Conversion	U	5.00	2.00	1.00	2	3.00
Copper Tablet	U	5.00	5.00	3.00	2	
Copy Artifact	R	15.00	10.00	5.00	4	
Counterspell	U	10.00	10.00	5.00	4	
Crusade	R	20.00	14.00	6.00	4	
Crystal Rod	U	5.00	2.00	2.00	2	
Cursed Land	U	5.00	2.00	2.00	2	
Cyclopean Tomb	R	60.00	45.00	30.00	3	
Dark Ritual	C	6.00	3.00	1.00	3	
Darkpact	R	10.00	8.00	2.00	3	
Deathgrip	U	5.00	2.00	2.00	2	
Deathlace	R	8.00	5.00	2.00	3	2.00
Demonic Attorney	R	10.00	7.00	2.00	3	
Demonic Hordes	R	18.00	10.00	9.00	3	
Demonic Tutor	U	15.00	12.00	3.00	3	
Dingus Egg	R	10.00	7.00	2.00	3	
Disenchant	C	4.00	3.00	1.00	2	
Disintegrate	C	3.00	2.00	1.00	2	
Disrupting Scepter	R	12.00	6.00	2.00	4	2.00
Dragon Whelp	U	3.00	3.00	2.00	2	
Drain Life	C	4.00	2.00	1.00	2	
Drain Power	R	10.00	7.00	2.00	3	
Dwarven Demo. Team	U	6.00	5.00	3.00	2	
Earth Elemental	U	5.00	2.00	2.00	2	1.00
Earthquake	R	15.00	10.00	2.00	4	
Elvish Archers	R	12.00	8.00	5.00	4	2.00
Evil Presence	U	5.00	2.00	2.00	2	1.00
False Orders	C	4.00	2.00	1.00	2	
Farmstead	R	8.00	8.00	3.00	3	
Fastbond	R	10.00	8.00	2.00	3	
Feedback	U	5.00	2.00	2.00	2	
Fire Elemental	U	5.00	2.00	2.00	2	1.00
Fireball	C	4.00	3.00	1.00	3	
Flashfires	U	5.00	2.00	2.00	2	1.00
Force of Nature	R	20.00	10.00	8.00	4	
Forcefield	R	125	100	60.00	3	10.00
Fork	R	25.00	13.00	12.00	4	
Fungusaur	R	10.00	10.00	5.00	3	
Gaea's Liege	R	12.00	10.00	7.00	3	
Gauntlet of Might	R	120	110	60.00	4	20.00
Giant Growth	C	2.00	2.00	1.00	2	
Glasses of Urza	U	5.00	2.00	2.00	2	1.00
Gloom	U	3.00	3.00	2.00	3	
Goblin Balloon Brigade	U	5.00	2.00	2.00	2	1.00
Goblin King	R	14.00	10.00	5.00	3	
Granite Gargoyle	R	10.00	8.00	3.00	3	
Green Ward	U	5.00	2.00	2.00	2	
Helm of Chatzuk	R	10.00	7.00	2.00	3	
Hive, The	R	10.00	8.00	2.00	3	6.00
Howl from Beyond	C	2.00	1.00	1.00	2	
Howling Mine	R	25.00	20.00	7.00	4	13.00
Hurricane	U	5.00	2.00	2.00	2	3.00
Hypnotic Specter	U	10.00	8.00	5.00	3	2.00
Ice Storm	U	20.00	20.00	12.00	3	
Icy Manipulator	U	45.00	40.00	20.00	5	
Illusionary Mask	R	35.00	20.00	10.00	3	10.00
Instill Energy	U	5.00	2.00	2.00	2	2.00
Invisibility	C	2.00	1.00	1.00	2	1.00
Iron Star	U	5.00	2.00	2.00	2	
Ironclaw Orcs	C	2.00	2.00	1.00	2	1.00
Island Sanctuary	R	10.00	7.00	2.00	3	5.00
Ivory Cup	U	5.00	2.00	2.00	2	3.00
Jade Monoith	R	10.00	7.00	2.00	3	1.00
Jade Statue	U	8.00	5.00	2.00	2	3.00
Jayemdae Tome	R	15.00	10.00	5.00	4	
Juggernaut	U	8.00	7.00	5.00	4	2.00
Karma	U	5.00	3.00	2.00	2	
Keldon Warlord	U	5.00	3.00	2.00	2	2.00
Kormus Bell	R	8.00	7.00	2.00	3	1.00
Kudzu	R	8.00	6.00	2.00	3	4.00
Lance	U	5.00	2.00	2.00	2	1.00
Ley Druid	U	5.00	2.00	2.00	2	1.00
Library of Leng	U	5.00	2.00	2.00	2	3.00
Lich	R	50.00	45.00	30.00	3	15.00
Lifeforce	U	5.00	2.00	2.00	2	3.00
Lifelace	R	8.00	4.00	2.00	3	2.00
Lifetap	U	5.00	2.00	2.00	2	3.00
Lightning Bolt	C	10.00	7.00	1.00	4	
Living Artifact	R	8.00	6.00	2.00	3	1.00
Living Lands	R	8.00	5.00	2.00	3	3.00
Living Wall	U	5.00	2.00	2.00	2	1.00
Llanowar Elves	C	3.00	3.00	1.00	2	
Lord of Atlantis	R	15.00	10.00	7.00	3	5.00
Lord of the Pit	R	12.00	8.00	4.00	3	3.00
Lure	U	5.00	2.00	2.00	2	3.00
Magical Hack	R	10.00	8.00	4.00	3	
Mahamoti Djinn	R	15.00	10.00	8.00	4	2.00
Mana Flare	R	12.00	10.00	4.00	3	
Mana Short	R	10.00	10.00	2.00	3	
Mana Vault	R	15.00	10.00	3.00	4	
Manabarbs	R	10.00	7.00	3.00	3	1.00
Meekstone	R	10.00	8.00	5.00	3	3.00
Mind Twist	R	10.00	7.00	3.00	3	4.00
Mox Emerald	R	200	200	140	5	12.50
Mox Jet	R	200	187	140	5	7.50
Mox Pearl	R	200	187	140	5	7.50
Mox Ruby	R	200	187	140	5	7.50
Mox Sapphire	R	200	200	140	5	20.00
Natural Selection	R	30.00	20.00	15.00	3	5.00
Nether Shadow	R	10.00	3.00	3.00	3	
Nettling Imp	U	5.00	3.00	2.00	2	2.00
Nevinyrral's Disk	R	35.00	25.00	10.00	4	
Nightmare	R	20.00	10.00	9.00	4	
Northern Paladin	R	10.00	8.00	3.00	3	5.00
Obsianus Golem	U	5.00	2.00	2.00	2	
Orcish Artillery	U	5.00	2.00	2.00	2	
Orcish Oriflamme	U	5.00	2.00	2.00	2	
Personal Incarnation	R	10.00	8.00	3.00	3	5.00
Phantasmal Forces	U	5.00	2.00	2.00	2	
Phantom Monster	U	3.00	2.00	2.00	2	3.00
Pirate Ship	R	8.00	7.00	2.00	3	5.00
Plateau	R	45.00	40.00	14.00	4	
Power Surge	R	8.00	7.00	3.00	3	3.00
Psionic Blast	U	35.00	20.00	14.00	4	5.00
Purelace	R	8.00	4.00	2.00	3	4.00
Raging River	R	40.00	25.00	20.00	3	5.00
Red Ward	U	5.00	2.00	2.00	2	
Regrowth	U	10.00	6.00	5.00	4	2.00
Resurrection	U	5.00	2.00	2.00	2	3.00
Reverse Damage	R	12.00	10.00	5.00	3	2.00
Righteousness	R	8.00	8.00	5.00	3	2.00
Roc of Kher Ridges	R	10.00	8.00	4.00	3	
Rock Hydra	R	12.00	10.00	8.00	3	2.00
Rod of Ruin	U	5.00	2.00	2.00	2	3.00
Royal Assassin	R	30.00	20.00	11.00	4	9.00
Sacrifice	U	3.00	2.00	2.00	2	
Savannah	R	40.00	40.00	12.00	4	
Savannah Lions	R	15.00	15.00	4.00	4	11.00
Scavenging Ghoul	U	5.00	2.00	2.00	2	3.00
Scrubland	R	45.00	40.00	12.00	4	
Sedge Troll	R	12.00	12.00	6.00	3	2.00
Sengir Vampire	U	10.00	10.00	5.00	4	
Serra Angel	U	15.00	12.00	5.00	4	7.00
Shivan Dragon	R	46.00	30.00	15.00	4	15.00
Simulacrum	U	3.00	2.00	2.00	2	3.00
Sinkhole	C	15.00	12.00	1.00	3	8.00
Siren's Call	U	5.00	2.00	2.00	2	3.00
Sleight of Mind	R	8.00	8.00	2.00	3	1.00
Smoke	R	8.00	7.00	2.00	3	1.00
Sol Ring	U	20.00	8.00	5.00	3	2.00
Soul Net	U	5.00	2.00	2.00	2	
Stasis	R	15.00	8.00	3.00	4	5.00
Steal Artifact	U	5.00	2.00	2.00	2	
Stone Giant	U	5.00	2.00	2.00	2	
Sunglasses of Urza	R	10.00	7.00	2.00	3	4.00
Swords to Plowshares	U	12.00	8.00	5.00	4	4.00
Taiga	R	45.00	40.00	12.00	4	
Thicket Basilisk	U	3.00	3.00	2.00	2	
Thoughtlace	R	8.00	4.00	2.00	3	3.00
Throne of Bone	U	5.00	2.00	2.00	2	
Timber Wolves	R	10.00	7.00	3.00	3	4.00
Time Vault	R	75.00	40.00	35.00	4	
Time Walk	R	225	200	140	5	
Timetwister	R	190	150	120	5	
Tropical Island	R	40.00	40.00	12.00	4	
Tsunami	U	5.00	3.00	2.00	2	
Tundra	R	45.00	40.00	12.00	4	
Tunnel	U	5.00	3.00	2.00	2	1.00
2-Headed Giant of Foriys	R	58.00	30.00	24.00	3	
Underground Sea	R	40.00	40.00	13.00	4	
Unholy Strength	C	2.00	1.00	1.00	2	
Uthden Troll	U	5.00	2.00	2.00	2	1.00
Verduran Enchantress	R	8.00	7.00	5.00	3	1.00
Vesuvan Doppelganger	R	30.00	25.00	18.00	3	
Veteran Bodyguard	R	10.00	8.00	6.00	3	
Volcanic Eruption	R	8.00	6.00	3.00	3	1.00
Volcanic Island	R	40.00	40.00	20.00	4	
Wall of Air	U	5.00	2.00	2.00	2	1.00
Wall of Bone	U	3.00	2.00	2.00	2	1.00
Wall of Brambles	U	5.00	2.00	2.00	2	1.00
Wall of Fire	U	5.00	2.00	2.00	2	1.00
Wall of Ice	U	5.00	2.00	2.00	2	1.00
Wall of Stone	U	5.00	2.00	2.00	2	1.00
Wall of Swords	U	5.00	2.00	2.00	3	1.00
Wall of Water	U	5.00	2.00	2.00	2	1.00
Wanderlust	U	5.00	2.00	2.00	2	1.00
Warp Artifact	R	8.00	4.00	2.00	3	3.00
Water Elemental	U	5.00	2.00	2.00	2	1.00
Web	R	8.00	5.00	2.00	3	2.00
Wheel of Fortune	R	18.00	15.00	10.00	4	
White Knight	U	8.00	5.00	2.00	4	3.00
White Ward	U	4.00	3.00	2.00	2	
Will-O'-the-Wisp	R	15.00	12.00	6.00	3	
Winter Orb	R	15.00	12.00	10.00	4	3.00
Wooden Sphere	U	5.00	2.00	2.00	2	
Word of Command	R	50.00	40.00	25.00	3	
Wrath of God	R	40.00	25.00	6.00	4	5.00
Zombie Master	R	10.00	6.00	4.00	3	4.00

UNLIMITED

Item		High	Med	Low	TR	+/-
Complete Set		$2,700	$2,500	$2,500	5	
Booster Display		2,500	2,250	2,000	5	
Booster Pack		115	100	85.00	4	
Starter Display		2,000	2,000	1,500	5	
Starter Deck		225	200	150	4	
Typical Common		0.50	0.25	0.25	1	
Air Elemental	U	$2.00	$1.50	$1.00	1	
Ancestral Recall	R	150	140	100	5	
Animate Artifact	U	2.00	1.00	1.00	1	
Animate Dead	U	2.00	1.00	1.00	1	
Animate Wall	R	4.00	4.00	3.00	2	
Ankh of Mishra	R	5.00	4.00	3.00	2	
Armageddon	R	10.00	8.00	6.00	4	
Aspect of Wolf	R	5.00	5.00	4.00	2	
Bad Moon	R	10.00	8.00	6.00	3	
Badlands	R	18.00	15.00	12.00	4	
Balance	R	8.00	6.00	5.00	3	
Basalt Monolith	U	2.69	2.00	1.00	1	
Bayou	R	18.00	15.00	12.00	4	
Berserk	U	30.00	29.00	20.00	3	
Birds of Paradise	R	10.00	8.00	8.00	4	
Black Knight	U	2.50	2.00	2.00	2	
Black Lotus	R	300	275	225	5	
Black Vise	U	2.00	2.00	1.00	1	
Black Ward	U	2.00	1.00	1.00	1	
Blaze of Glory	R	35.00	25.00	20.00	3	
Blessing	R	5.00	5.00	4.00	2	
Blue Ward	U	2.00	1.00	1.00	1	
Bog Wraith	U	2.00	1.00	1.00	1	
Braingeyser	R	10.00	9.00	6.67	3	
Burrowing	U	2.00	1.00	1.00	1	
Camouflage	U	8.00	5.00	3.00	1	
Castle	U	2.00	1.00	1.00	1	
Celestial Prism	U	2.00	1.00	1.00	1	

SHOP TALK

by Michael Mikaelian

WHAT'S NEW?

Usually we ask our contributors about products they sell. *We thought we'd do something a little different this time. We asked them about products they plan on selling in the future. First, we asked them to compare sales of the latest* ***Pokémon*** *expansion to the current sales of older expansions. Second, we asked them to compare sales of English* ***Pokémon*** *cards to the Japanese counterpart.*

The questions were a little less comparative when it came to ***Magic: The Gathering****. We wanted to know if their customers' purchasing habits were formed around the release dates of new expansions. While on the subject of new expansions, we figured we'd ask how the customers feel about new expansions. You wouldn't believe the answers we got.*

Here's what we discovered:

- *There's not enough* ***Pokémon*** *to go around.*
- *English is the language of choice for* ***Pokémon*** *cards.*
- ***Magic*** *players possess the ability to plan ahead.*
- *Most* ***Magic*** *players feel that three expansions a year is too many.*

Item		High	Med	Low	TR	+/-
Channel	U	3.00	1.00	1.00	1	
Chaos Orb	R	65.00	50.00	40.00	3	
Chaoslace	R	4.00	3.00	3.00	2	
Clockwork Beast	R	5.00	4.00	3.00	2	
Clone	U	8.00	5.00	4.00	2	
Cockatrice	R	7.00	5.00	4.00	2	
Consecrate Land	U	10.00	8.00	3.00	1	
Conservator	U	2.00	1.00	1.00	1	
Contract from Below	R	5.00	4.00	3.00	2	
Control Magic	U	3.00	2.00	1.00	1	
Conversion	U	2.00	1.00	1.00	1	
Copper Tablet	U	8.00	5.00	2.00	1	
Copy Artifact	R	10.00	6.67	5.00	3	0.33
Counterspell	U	2.00	2.00	1.00	2	
Crusade	R	8.00	7.00	5.00	3	
Crystal Rod	U	2.00	1.00	1.00	1	
Cursed Land	U	2.00	1.00	1.00	1	
Cyclopean Tomb	R	50.00	40.00	25.00	3	
Darkpact	R	5.00	4.00	3.00	2	
Deathgrip	U	2.00	1.00	1.00	1	
Deathlace	R	4.00	4.00	2.00	2	
Demonic Attorney	R	5.00	4.00	3.00	2	
Demonic Hordes	R	14.00	10.00	8.00	2	
Demonic Tutor	U	8.00	6.00	4.00	2	
Dingus Egg	R	5.00	4.00	4.00	2	
Disrupting Scepter	R	5.00	4.00	4.00	2	
Dragon Whelp	U	3.00	2.00	1.00	1	
Drain Power	R	5.00	4.00	4.00	2	
Dwarven Demo. Team	U	6.67	5.00	3.00	1	
Earth Elemental	U	2.00	1.00	1.00	1	
Earthquake	R	6.00	5.00	4.00	3	
Elvish Archers	R	6.00	5.00	4.00	2	
Evil Presence	U	2.00	1.00	1.00	1	
False Orders	C	3.00	2.00	0.50	1	
Farmstead	R	6.00	5.00	4.00	2	1.00
Fastbond	R	6.00	6.00	3.00	2	
Feedback	U	2.00	1.00	1.00	1	
Fire Elemental	U	2.00	1.00	1.00	1	
Fireball	C	0.75	0.50	0.25	1	
Flashfires	U	2.00	1.00	1.00	1	
Force of Nature	R	10.00	8.00	5.00	2	
Forcefield	R	95.00	80.00	70.00	3	
Fork	R	20.00	18.00	15.00	3	
Fungusaur	R	6.00	5.00	4.00	2	
Gaea's Liege	R	7.00	6.00	4.00	2	
Gauntlet of Might	R	95.00	85.00	70.00	3	
Glasses of Urza	U	2.00	1.00	1.00	1	
Gloom	U	2.00	1.00	1.00	1	
Goblin Balloon Brigade	U	2.00	1.00	1.00	1	
Goblin King	R	8.00	6.00	4.00	2	
Granite Gargoyle	R	8.00	7.00	5.00	2	
Green Ward	U	2.00	1.00	1.00	1	
Helm of Chatzuk	R	5.00	4.00	3.00	2	
Hive, The	R	5.00	5.00	3.00	2	
Howling Mine	R	9.00	7.50	5.00	3	
Hurricane	U	2.00	1.00	1.00	1	0.50
Hypnotic Specter	U	4.00	3.00	2.00	1	
Ice Storm	U	19.99	15.00	10.00	2	
Icy Manipulator	U	30.00	25.00	20.00	4	
Illusionary Mask	R	35.00	30.00	20.00	3	
Instill Energy	U	2.00	1.00	1.00	1	
Invisibility	C	3.33	1.00	0.50	1	
Iron Star	U	2.00	1.00	1.00	1	
Island Sanctuary	R	5.00	4.00	3.00	2	
Ivory Cup	U	2.00	1.00	1.00	1	1.00
Jade Monoith	R	5.00	4.00	3.00	2	
Jade Statue	U	12.00	10.00	3.00	1	4.00
Jayemdae Tome	R	10.00	5.00	4.00	2	
Juggernaut	U	5.00	5.00	4.00	2	
Karma	U	2.00	1.00	1.00	1	
Keldon Warlord	U	2.00	1.50	1.00	1	0.50
Kormus Bell	R	5.00	4.00	3.00	2	
Kudzu	R	5.00	5.00	4.00	2	1.00
Lance	U	2.00	1.00	1.00	1	
Ley Druid	U	2.00	1.00	1.00	1	
Library of Leng	U	2.00	1.00	1.00	1	
Lich	R	45.00	40.00	30.00	3	
Lifeforce	U	2.00	1.00	1.00	1	
Lifelace	R	4.00	3.00	3.00	2	
Lifetap	U	2.00	1.00	1.00	1	
Lightning Bolt	C	2.00	1.00	0.50	1	
Living Artifact	R	4.00	4.00	3.00	2	
Living Lands	R	4.00	4.00	3.00	2	
Living Wall	U	3.00	2.00	1.00	1	
Lord of Atlantis	R	7.00	6.00	5.00	2	
Lord of the Pit	R	10.00	7.00	5.00	2	1.00
Lure	U	2.00	1.00	1.00	1	
Magical Hack	R	5.00	4.00	3.00	2	1.00
Mahamoti Djinn	R	9.00	8.00	5.00	3	
Mana Flare	R	6.00	6.00	4.00	2	1.00
Mana Short	R	6.00	5.00	3.29	2	
Mana Vault	R	6.00	5.00	4.00	2	1.00
Manabarbs	R	5.00	4.00	4.00	2	
Meekstone	R	5.00	5.00	3.00	2	1.00
Mind Twist	R	5.50	5.00	3.00	2	
Mox Emerald	R	160	140	125	5	
Mox Jet	R	170	150	125	5	
Mox Pearl	R	170	150	125	5	
Mox Ruby	R	175	150	125	5	
Mox Sapphire	R	175	150	125	5	
Natural Selection	R	30.00	20.00	12.00	2	
Nether Shadow	R	5.00	5.00	4.00	2	
Nettling Imp	U	2.00	1.00	1.00	1	
Nevinyrral's Disk	R	10.00	8.00	6.00	4	
Nightmare	R	10.00	8.00	7.00	2	
Northern Paladin	R	8.00	6.00	5.00	2	
Obsianus Golem	U	2.00	1.00	1.00	1	
Orcish Artillery	U	2.00	1.00	1.00	1	
Orcish Oriflamme	U	2.00	1.00	1.00	1	
Personal Incarnation	R	5.00	5.00	4.00	2	1.00
Phantasmal Forces	U	2.00	1.00	1.00	1	
Phantom Monster	U	2.00	1.00	1.00	1	1.00
Pirate Ship	R	5.00	4.00	4.00	2	
Plateau	R	20.00	15.00	12.00	4	
Power Surge	R	5.00	4.00	4.00	2	
Psionic Blast	U	20.00	19.00	10.00	3	
Purelace	R	4.00	3.00	2.00	2	
Raging River	R	38.00	26.00	25.00	3	
Red Ward	U	2.00	1.00	1.00	1	
Regrowth	U	5.00	3.00	2.00	2	
Resurrection	U	2.00	2.00	1.00	1	
Reverse Damage	R	6.00	5.00	4.00	2	
Righteousness	R	5.00	4.00	4.00	2	1.00
Roc of Kher Ridges	R	8.00	6.00	5.00	2	
Rock Hydra	R	10.79	10.00	5.00	2	2.00
Rod of Ruin	U	2.00	1.00	1.00	1	
Royal Assassin	R	15.00	12.00	10.00	3	
Sacrifice	U	2.00	1.25	1.00	1	0.25
Savannah	R	18.00	15.00	12.00	4	
Savannah Lions	R	7.00	5.00	4.00	3	
Scavenging Ghoul	U	2.00	1.00	1.00	1	
Scrubland	R	18.00	15.00	12.00	4	
Sedge Troll	R	8.00	6.00	4.00	2	
Sengir Vampire	U	5.00	4.00	2.00	2	
Serra Angel	U	7.00	6.00	5.00	3	
Shivan Dragon	R	20.00	15.00	13.00	4	
Simulacrum	U	2.00	1.00	1.00	1	
Sinkhole	C	10.00	10.00	8.00	1	
Siren's Call	U	2.00	1.00	1.00	1	
Sleight of Mind	R	6.00	5.00	3.00	2	
Smoke	R	5.00	4.00	4.00	2	
Sol Ring	U	7.00	5.00	2.00	2	
Soul Net	U	2.00	1.00	1.00	1	
Stasis	R	6.00	5.00	4.00	2	
Steal Artifact	U	2.00	1.00	1.00	1	
Stone Giant	U	2.00	1.00	1.00	1	
Sunglasses of Urza	R	5.00	4.00	3.00	2	
Swords to Plowshares	U	3.00	2.00	1.00	2	
Taiga	R	18.00	15.00	12.00	4	
Thicket Basilisk	U	2.00	1.50	1.00	1	
Thoughtlace	R	4.00	3.00	3.00	2	
Throne of Bone	U	2.00	1.00	1.00	1	
Timber Wolves	R	5.00	4.00	3.00	2	
Time Vault	R	60.00	50.00	30.00	3	
Time Walk	R	175	175	120	5	
Timetwister	R	135	120	100	5	
Tropical Island	R	18.00	15.00	12.00	4	
Tsunami	U	2.00	1.00	1.00	1	
Tundra	R	18.00	15.00	12.00	4	
Tunnel	U	2.00	1.00	1.00	1	
Twiddle	C	0.89	0.50	0.25	1	
2-Headed Giant of Foriys	R	45.00	35.00	25.00	3	
Underground Sea	R	18.00	15.00	12.00	4	
Uthden Troll	U	2.00	1.50	1.00	1	
Verduran Enchantress	R	5.00	4.00	4.00	2	
Vesuvan Doppelganger	R	23.00	20.00	15.00	3	
Veteran Bodyguard	R	8.00	7.00	5.00	2	
Volcanic Eruption	R	5.00	4.00	4.00	2	
Volcanic Island	R	18.00	15.00	12.00	4	
Wall of Air	U	2.00	1.00	1.00	1	
Wall of Bone	U	2.00	1.00	1.00	1	
Wall of Brambles	U	2.00	1.00	1.00	1	
Wall of Fire	U	2.00	1.00	1.00	1	
Wall of Ice	U	2.00	1.00	1.00	1	
Wall of Stone	U	2.00	1.00	1.00	1	
Wall of Swords	U	2.00	1.00	1.00	1	
Wall of Water	U	2.00	1.00	1.00	1	
Wanderlust	U	2.00	1.00	1.00	1	
Warp Artifact	R	4.00	4.00	3.00	2	
Water Elemental	U	2.00	1.00	1.00	1	
Web	R	4.00	4.00	4.00	2	
Wheel of Fortune	R	15.00	10.00	8.00	3	
White Knight	U	3.00	2.00	1.00	2	
White Ward	U	2.00	1.00	1.00	1	
Will-O'-the-Wisp	R	7.00	6.00	5.00	2	
Winter Orb	R	8.00	5.00	5.00	3	
Wooden Sphere	U	2.00	1.00	1.00	1	
Word of Command	R	50.00	40.00	22.00	2	
Wrath of God	R	12.00	8.00	7.00	4	
Zombie Master	R	6.00	5.00	3.00	2	

REVISED

Item		High	Med	Low	TR	+/-
Complete Set		$350	$325	$250	4	
Booster Display		395	300	300	5	
Booster Pack		12.99	10.00	9.00	4	
Starter Display		300	300	35.00	5	
Starter Deck		45.00	32.00	20.00	4	
Typical Common		0.25	0.20	0.10	0	
Air Elemental	U	$1.00	$1.00	$0.50	1	
Aladdin's Lamp	R	3.33	3.00	2.50	1	
Aladdin's Ring	R	3.00	3.00	3.00	1	
Animate Artifact	U	1.00	1.00	0.50	1	0.25
Animate Dead	U	1.00	1.00	0.50	1	
Animate Wall	R	3.00	3.00	2.00	1	
Ankh of Mishra	R	4.00	3.00	3.00	1	
Armageddon	R	7.00	6.00	5.00	4	
Armageddon Clock	R	3.00	3.00	2.00	1	
Aspect of Wolf	R	4.00	3.00	2.00	1	
Bad Moon	R	6.00	5.00	4.00	4	
Badlands	R	15.00	12.00	10.00	4	
Balance	R	5.00	4.00	3.50	2	
Basalt Monolith	U	1.00	1.00	0.50	1	
Bayou	R	14.49	12.00	10.00	4	
Birds of Paradise	R	8.00	6.00	5.00	4	
Black Knight	U	1.49	1.00	1.00	1	
Black Vise	U	1.00	1.00	1.00	1	
Black Ward	U	1.00	1.00	0.50	1	0.25
Blessing	R	4.00	3.33	3.00	1	0.17
Blue Ward	U	1.00	1.00	0.50	1	0.25
Bog Wraith	U	1.00	1.00	0.50	1	
Bottle of Suleiman	R	3.00	3.00	2.00	1	
Braingeyser	R	8.00	6.00	5.00	3	
Brass Man	U	1.00	0.75	0.50	1	
Burrowing	U	1.00	1.00	0.50	1	
Castle	U	1.00	1.00	0.50	1	
Celestial Prism	U	1.00	1.00	0.50	1	
Channel	U	1.00	1.00	0.50	1	0.25
Chaoslace	R	3.00	3.00	1.50	1	
Clockwork Beast	R	3.00	3.00	2.50	1	
Clone	U	4.00	2.00	1.00	2	
Cockatrice	R	4.00	3.00	3.00	1	
Conservator	U	1.00	0.75	0.50	1	
Contract from Below	R	4.00	3.00	3.00	1	
Control Magic	U	1.75	1.00	0.75	1	
Conversion	U	1.00	1.00	0.50	1	
Copy Artifact	R	5.95	4.00	3.00	2	
Counterspell	U	1.00	1.00	0.50	1	
Crumble	U	1.00	0.75	0.50	1	
Crusade	R	6.00	5.50	4.50	2	0.50
Crystal Rod	U	1.00	1.00	0.50	1	0.25
Cursed Land	U	1.00	1.00	0.50	1	0.25
Dancing Scimitar	R	3.00	3.00	2.00	1	
Darkpact	R	4.00	3.00	3.00	1	
Deathgrip	U	1.00	1.00	0.50	1	0.25
Deathlace	R	3.00	3.00	2.00	1	
Demonic Attorney	R	4.00	3.00	2.50	1	
Demonic Hordes	R	9.00	8.00	5.00	2	
Demonic Tutor	U	5.00	3.00	1.00	2	
Desert Twister	U	1.00	1.00	0.75	1	
Dingus Egg	R	4.00	3.00	3.00	1	
Disrupting Scepter	R	4.00	3.00	3.00	2	
Dragon Engine	R	4.00	3.00	2.00	1	
Dragon Whelp	U	1.00	1.00	1.00	1	
Drain Power	R	4.00	3.00	3.00	1	
Dwarven Weaponsmith	U	1.00	0.79	0.50	1	
Earth Elemental	U	1.00	1.00	0.50	1	
Earthquake	R	5.00	5.00	3.00	3	
Ebony Horse	R	4.00	3.00	2.00	1	
El-Hajjâj	R	4.00	3.00	2.79	1	
Elvish Archers	R	4.00	3.00	2.50	1	
Energy Flux	U	1.00	1.00	0.50	1	
Evil Presence	U	1.00	1.00	0.50	1	0.25
Eye for an Eye	R	3.29	3.00	2.00	1	
Farmstead	R	4.00	3.00	3.00	1	
Fastbond	R	4.79	4.00	3.00	1	
Feedback	U	1.00	1.00	0.50	1	0.25
Fire Elemental	U	1.00	1.00	0.50	1	
Flashfires	U	1.00	1.00	0.50	1	
Flying Carpet	R	4.00	3.00	2.00	1	
Force of Nature	R	7.00	5.00	5.00	2	
Fork	R	15.00	12.00	10.00	3	
Fungusaur	R	4.00	3.00	3.00	1	
Gaea's Liege	R	4.95	4.00	3.00	1	
Glasses of Urza	U	1.00	1.00	0.50	1	0.25
Gloom	U	1.00	1.00	0.50	1	0.21
Goblin Balloon Brigade	U	1.00	1.00	0.50	1	0.25
Goblin King	R	5.00	4.00	3.50	2	
Granite Gargoyle	R	6.00	5.00	3.00	2	
Green Ward	U	1.00	1.00	0.50	1	0.25
Helm of Chatzuk	R	3.00	3.00	2.00	1	
Howling Mine	R	6.79	6.00	5.00	3	
Hurkyl's Recall	R	4.00	3.00	2.00	1	
Hurricane	U	1.00	1.00	0.50	1	
Hypnotic Specter	U	2.00	1.95	1.00	1	0.05
Instill Energy	U	1.00	1.00	0.50	1	
Iron Star	U	1.00	1.00	0.50	1	0.25
Island Fish Jasconius	R	3.00	3.00	2.00	1	
Island Sanctuary	R	3.29	3.00	2.50	1	
Ivory Cup	U	1.00	1.00	0.50	1	0.25
Ivory Tower	R	4.00	4.00	3.00	2	
Jade Monolith	R	3.00	3.00	2.00	1	
Jandor's Ring	R	3.00	3.00	2.00	1	
Jandor's Saddlebags	R	3.00	3.00	2.00	1	
Jayemdae Tome	R	4.00	3.00	3.00	1	
Juggernaut	U	3.00	1.00	1.00	1	
Karma	U	1.00	1.00	0.50	1	0.21
Keldon Warlord	U	1.00	1.00	0.75	1	
Kird Ape	C	0.30	0.25	0.10	0	
Kormus Bell	R	4.00	3.00	2.49	1	
Kudzu	R	4.00	3.00	2.50	1	
Lance	U	1.00	1.00	0.50	1	
Ley Druid	U	1.00	1.00	0.50	1	0.25
Library of Leng	U	1.00	0.75	0.50	1	
Lifeforce	U	1.00	1.00	0.50	1	0.25
Lifelace	R	3.00	3.00	2.00	1	
Lifetap	U	1.00	1.00	0.50	1	0.25
Lightning Bolt	C	1.00	0.25	0.15	1	0.05
Living Artifact	R	3.00	3.00	2.00	1	
Living Lands	R	3.00	3.00	2.00	1	
Living Wall	U	1.00	1.00	0.75	1	
Lord of Atlantis	R	5.00	4.00	3.50	1	
Lord of the Pit	R	6.00	5.00	4.00	1	
Lure	U	1.00	0.79	0.50	1	
Magical Hack	R	4.00	3.00	3.00	1	
Magnetic Mountain	R	4.00	3.00	2.00	1	
Mahamoti Djinn	R	7.00	5.00	4.00	4	
Mana Flare	R	5.00	4.00	3.00	2	
Mana Short	R	4.00	3.50	3.00	1	
Mana Vault	R	4.00	3.99	3.00	2	
Manabarbs	R	3.00	3.00	2.49	1	
Meekstone	R	4.00	3.99	3.00	1	
Mijae Djinn	R	4.00	3.50	3.00	1	0.50
Millstone	R	5.00	4.00	4.00	2	
Mind Twist	R	4.00	3.00	3.00	1	
Mishra's War Machine	R	3.00	3.00	1.50	1	
Nether Shadow	R	4.00	3.00	3.00	1	
Nettling Imp	U	1.00	1.00	0.50	1	
Nevinyrral's Disk	R	7.00	6.00	5.00	4	
Nightmare	R	8.00	6.00	5.00	2	
Northern Paladin	R	5.00	4.00	3.00	1	
Obsianus Golem	U	1.00	1.00	0.50	1	
Onulet	R	3.00	3.00	2.00	1	
Orcish Artillery	U	1.00	1.00	0.50	1	0.25
Orcish Oriflamme	U	1.00	1.00	0.50	1	0.25
Ornithopter	U	1.00	0.75	0.50	1	
Personal Incarnation	R	4.00	3.00	3.00	1	
Phantasmal Forces	U	1.00	1.00	0.50	1	0.25
Phantom Monster	U	1.00	1.00	0.50	1	0.25
Pirate Ship	R	4.00	3.00	2.00	1	
Plateau	R	14.49	11.00	10.00	4	
Power Surge	R	3.00	3.00	2.25	1	
Primal Clay	R	3.00	3.00	2.00	1	
Purelace	R	3.00	3.00	2.00	1	
Red Ward	U	1.00	1.00	0.50	1	0.25
Regrowth	U	2.00	1.00	1.00	2	
Resurrection	U	1.00	1.00	0.50	1	
Reverse Damage	R	5.00	3.50	3.00	1	
Reverse Polarity	U	1.00	0.75	0.50	1	
Righteousness	R	4.00	3.00	3.00	1	
Roc of Kher Ridges	R	5.00	4.00	3.00	1	
Rock Hydra	R	7.00	5.00	4.00	1	
Rocket Launcher	R	3.99	3.00	2.00	1	
Rod of Ruin	U	1.00	1.00	0.50	1	0.25
Royal Assassin	R	10.95	10.00	8.00	3	

LEVEL 12

Mark Bull

CENTRAL

Sales of all Pokémon expansions are strong, *although the latest English set always sells best. Our sales have picked up a lot since the release of the* Fossil *set; and before, the release of the* Jungle *set revived sales, although they certainly weren't slow then. We don't carry Japanese* ***Pokémon****—most of our customers are barely old enough to read English!*

A lot of people complain that three Magic sets a year is too many. *As a store owner, I think two sets a year wouldn't be enough. Three sets are about right, in my opinion. Some customers save their money for the upcoming set, while others spend it on the available sets before they're sold out. There's been a sharp decline in sales by the box. The reason might be local competition or the trading power of foil cards toward completing a collection. There are several customers who specialize in trading foil cards, and they're able to get quite a few good rares for them. As a result, they end up buying fewer booster packs to get what they needed.*

Item		High	Med	Low	TR	+/-
Sacrifice	U	1.00	1.00	0.50	1	
Savannah	R	12.95	10.00	10.00	4	
Savannah Lions	R	5.00	4.00	3.50	3	
Scavenging Ghoul	U	1.00	1.00	0.50	1	0.25
Scrubland	R	15.00	12.00	10.00	4	
Sedge Troll	R	5.00	4.00	3.00	2	
Sengir Vampire	U	4.00	3.50	1.00	2	
Serendib Efreet	R	7.00	6.00	4.00	3	
Serra Angel	U	5.00	4.00	1.00	2	
Shatterstorm	U	1.00	1.00	0.50	1	
Shivan Dragon	R	15.00	15.00	10.00	4	0.51
Simulacrum	U	1.00	1.00	0.50	1	0.25
Siren's Call	U	1.00	1.00	0.50	1	0.25
Sleight of Mind	R	4.00	3.00	2.00	1	
Smoke	R	3.00	3.00	2.50	1	
Sol Ring	U	4.00	2.00	1.00	2	1.00
Sorceress Queen	R	5.00	4.00	3.00	1	
Soul Net	U	1.00	1.00	0.50	1	
Stasis	R	5.00	4.00	3.00	2	
Steal Artifact	U	1.00	1.00	0.50	1	0.25
Stone Giant	U	1.00	1.00	0.50	1	0.25
Sunglasses of Urza	R	4.00	3.00	2.50	1	
Swords to Plowshares	U	2.00	1.00	1.00	1	
Taiga	R	15.00	11.00	10.00	4	
The Hive	R	4.00	3.00	3.00	1	
The Rack	U	1.00	1.00	0.75	1	
Thicket Basilisk	U	1.00	1.00	0.50	1	
Thoughtlace	R	3.00	3.00	1.49	1	
Throne of Bone	U	1.00	1.00	0.50	1	0.25
Timber Wolves	R	3.00	3.00	2.00	1	
Titania's Song	R	3.33	3.00	2.00	1	
Tropical Island	R	15.00	12.00	10.00	4	
Tsunami	U	1.00	1.00	0.50	1	0.25
Tundra	R	15.00	12.00	10.00	4	
Tunnel	U	1.00	1.00	0.50	1	0.25
Underground Sea	R	15.00	11.00	10.00	4	
Uthden Troll	U	1.00	1.00	0.50	1	0.21
Verduran Enchantress	R	4.00	3.00	3.00	1	
Vesuvan Doppelganger	R	15.00	13.00	10.00	3	
Veteran Bodyguard	R	7.00	5.00	4.00	2	
Volcanic Eruption	R	4.00	3.00	2.00	1	
Volcanic Island	R	14.49	11.00	10.00	4	
Wall of Air	U	1.00	1.00	0.50	1	0.25
Wall of Bone	U	1.00	1.00	0.50	1	0.25
Wall of Brambles	U	1.00	1.00	0.50	1	0.25
Wall of Fire	U	1.00	1.00	0.50	1	0.25
Wall of Ice	U	1.00	1.00	0.50	1	0.25
Wall of Stone	U	1.00	1.00	0.50	1	0.25
Wall of Swords	U	1.00	1.00	0.50	1	
Wall of Water	U	1.00	1.00	0.50	1	0.25
Wanderlust	U	1.00	1.00	0.50	1	0.25
Warp Artifact	R	3.00	3.00	2.00	1	
Water Elemental	U	1.00	1.00	0.50	1	
Web	R	4.00	3.00	2.00	1	
Wheel of Fortune	R	10.00	8.00	6.50	3	
White Knight	U	1.50	1.00	1.00	1	
White Ward	U	1.00	1.00	0.50	1	0.25
Will-O'-the-Wisp	R	5.00	5.00	4.00	2	
Winter Orb	R	5.00	4.95	3.00	4	
Wooden Sphere	U	1.00	1.00	0.50	1	
Wrath of God	R	8.00	7.00	6.00	4	
Zombie Master	R	4.49	3.00	3.00	1	

FOURTH EDITION

Item		High	Med	Low	TR	+/-
Complete Set		$300	$225	$219	3	
Booster Pack		4.25	3.95	2.95	2	
Booster Display		145	120	95.00	3	
Starter Deck		12.00	10.99	8.95	2	
Starter Display		119	105	100	3	5.00
Typical Common		0.25	0.10	0.10	0	
Abomination	U	$1.00	$1.00	$0.50	1	
Air Elemental	U	1.00	1.00	0.50	1	
Aladdin's Lamp	R	4.00	3.00	2.00	1	
Aladdin's Ring	R	4.00	3.00	2.49	1	
Ali Baba	U	1.00	1.00	0.50	1	
Angry Mob	U	1.00	1.00	0.50	1	
Animate Artifact	U	1.00	0.75	0.50	1	
Animate Dead	U	1.00	1.00	0.50	1	
Animate Wall	R	4.00	3.00	2.00	1	
Ankh of Mishra	R	4.00	3.00	2.95	1	
Armageddon	R	6.79	6.00	5.00	4	
Armageddon Clock	R	4.00	3.00	2.29	1	
Ashes to Ashes	U	1.00	1.00	0.50	1	
Ashnod's Battle Gear	U	1.00	1.00	0.50	1	
Aspect of Wolf	R	4.00	3.00	2.00	1	
Backfire	U	1.00	0.79	0.50	1	
Bad Moon	R	6.00	5.00	4.00	4	
Balance	R	5.00	4.00	3.00	2	
Ball Lightning	R	10.00	8.00	6.00	3	
Birds of Paradise	R	7.00	6.00	5.00	4	
Black Knight	U	1.49	1.00	0.75	1	
Black Mana Battery	R	4.00	3.00	2.50	1	
Black Vise	U	1.00	1.00	0.75	1	
Black Ward	U	1.00	0.75	0.50	1	
Blessing	R	4.00	3.00	3.00	1	
Blight	U	1.00	1.00	0.50	1	
Blue Mana Battery	R	4.00	3.00	2.50	1	
Blue Ward	U	1.00	0.75	0.50	1	
Bog Wraith	U	1.00	1.00	0.50	1	
Bottle of Suleiman	R	4.00	3.00	2.00	1	
Brass Man	U	1.00	0.75	0.50	1	
Bronze Tablet	R	4.00	3.00	2.00	1	
Burrowing	U	1.00	1.00	0.50	1	
Carrion Ants	U	1.50	1.00	1.00	1	
Castle	U	1.00	1.00	0.50	1	
Cave People	U	1.00	1.00	0.50	1	
Celestial Prism	U	1.00	1.00	0.50	1	
Channel	U	1.00	0.75	0.50	1	
Chaoslace	R	3.00	3.00	2.00	1	
Clockwork Avian	R	4.00	3.00	2.95	1	
Clockwork Beast	R	4.00	3.00	2.00	1	
Cockatrice	R	4.00	3.00	2.50	1	
Colossus of Sardia	R	5.00	4.00	3.00	1	
Conservator	U	1.00	0.75	0.50	1	
Control Magic	U	1.50	1.00	0.50	1	
Conversion	U	1.00	1.00	0.50	1	
CoP: Artifacts	U	1.50	1.00	0.75	1	
Coral Helm	R	3.00	3.00	2.00	1	
Cosmic Horror	R	4.00	3.00	2.95	1	
Counterspell	U	1.00	1.00	0.50	1	
Crimson Manticore	R	4.00	3.00	2.50	1	
Crumble	U	1.00	0.75	0.50	1	
Crusade	R	6.00	5.00	5.00	2	
Crystal Rod	U	1.00	0.75	0.50	1	
Cursed Land	U	1.00	0.75	0.50	1	
Cursed Rack	U	1.00	1.00	0.50	1	
Dancing Scimitar	R	3.00	3.00	2.00	1	
Deathgrip	U	1.00	0.75	0.50	1	
Deathlace	R	3.00	3.00	2.00	1	
Desert Twister	U	1.00	1.00	0.50	1	
Detonate	U	1.00	1.00	0.50	1	
Diabolic Machine	U	1.00	1.00	0.50	1	
Dingus Egg	R	4.00	3.00	3.00	1	
Disrupting Scepter	R	4.00	3.00	2.95	2	
Divine Transformation	U	1.00	1.00	0.50	1	
Dragon Engine	R	4.00	3.00	2.00	1	
Dragon Whelp	U	1.00	1.00	0.75	1	
Drain Power	R	4.00	3.00	3.00	1	
Earth Elemental	U	1.00	1.00	0.50	1	
Earthquake	R	5.00	4.00	3.00	2	
Ebony Horse	R	4.00	3.00	2.00	1	
Elder Land Wurm	R	4.00	3.00	3.00	1	
El-Hajjâj	R	4.00	3.00	2.00	1	
Elven Riders	U	1.00	1.00	0.50	1	
Elvish Archers	R	4.00	3.00	2.50	1	
Energy Flux	U	1.00	1.00	0.50	1	
Evil Presence	U	1.00	0.75	0.50	1	
Eye for an Eye	R	4.00	3.00	2.00	1	
Feedback	U	1.00	0.75	0.50	1	
Fellwar Stone	U	1.00	1.00	0.50	1	
Fire Elemental	U	1.00	1.00	0.50	1	
Flashfires	U	1.00	1.00	0.50	1	
Flying Carpet	R	4.00	3.00	2.00	1	
Force of Nature	R	6.50	5.00	5.00	2	
Fungusaur	R	4.00	3.00	2.50	1	
Gaea's Liege	R	4.95	4.00	3.00	1	
Ghost Ship	U	1.00	0.75	0.50	1	
Glasses of Urza	U	1.00	0.75	0.50	1	
Gloom	U	1.00	0.79	0.50	1	
Goblin Balloon Brigade	U	1.00	1.00	0.50	1	
Goblin King	R	5.00	4.00	3.00	1	
Greed	R	4.00	3.00	2.50	1	
Green Mana Battery	R	4.00	3.00	2.00	1	
Green Ward	U	1.00	0.75	0.50	1	
Helm of Chatzuk	R	4.00	3.00	2.00	1	
Howling Mine	R	6.00	5.00	4.00	3	
Hurkyl's Recall	R	3.00	3.00	2.00	1	
Hurr Jackal	R	3.00	3.00	2.00	1	
Hurricane	U	1.00	1.00	0.50	1	
Hypnotic Specter	U	2.00	1.00	0.75	1	
Inferno	R	4.00	3.00	3.00	1	
Instill Energy	U	1.00	1.00	0.50	1	
Iron Star	U	1.00	0.75	0.50	1	
Island Fish Jasconius	R	4.00	3.00	2.00	1	
Island Sanctuary	R	4.00	3.00	2.50	1	
Ivory Cup	U	1.00	0.75	0.50	1	
Ivory Tower	R	4.00	4.00	3.00	1	
Jade Monolith	R	4.00	3.00	2.00	1	
Jandor's Saddlebags	R	3.00	3.00	2.00	1	
Jayemdae Tome	R	4.00	3.00	3.00	1	
Junún Efreet	U	1.00	1.00	0.50	1	
Karma	U	1.00	0.79	0.50	1	
Keldon Warlord	U	1.00	1.00	0.50	1	
Killer Bees	U	2.00	1.00	1.00	1	
Kismet	U	1.00	1.00	0.50	1	
Kormus Bell	R	4.00	3.00	2.00	1	
Land Tax	R	5.00	4.00	3.00	1	
Leviathan	R	5.00	4.00	3.50	1	
Ley Druid	U	1.00	0.75	0.50	1	
Library of Leng	U	1.00	0.75	0.50	1	
Lifeforce	U	1.00	0.75	0.50	1	
Lifelace	R	3.00	3.00	1.49	1	
Lifetap	U	1.00	0.75	0.50	1	
Lightning Bolt	C	1.00	0.25	0.10	1	
Living Artifact	R	3.00	3.00	2.00	1	
Living Lands	R	4.00	3.00	2.00	1	
Lord of Atlantis	R	5.00	4.00	3.00	1	
Lord of the Pit	R	6.00	5.00	3.00	1	
Lure	U	1.00	0.79	0.50	1	
Magical Hack	R	4.00	3.00	3.00	1	
Magnetic Mountain	R	3.00	3.00	2.00	1	
Mahamoti Djinn	R	6.00	5.00	4.00	4	
Mana Clash	R	4.00	3.00	2.00	1	
Mana Flare	R	4.99	4.00	3.00	2	
Mana Short	R	4.00	3.00	3.00	1	
Mana Vault	R	4.00	3.75	3.00	2	
Manabarbs	R	3.00	3.00	2.00	1	
Meekstone	R	4.00	3.00	2.50	1	
Millstone	R	5.00	4.00	3.00	2	
Mind Bomb	U	1.00	1.00	0.50	1	
Mind Twist	R	4.00	3.00	3.00	1	
Mishra's Factory	U	3.00	1.00	0.75	1	
Mishra's War Machine	R	3.00	3.00	2.00	1	
Nether Shadow	R	4.00	3.00	3.00	1	
Nevinyrral's Disk	R	6.00	5.95	4.50	4	
Nightmare	R	6.00	5.00	4.00	2	
Northern Paladin	R	5.00	4.00	3.00	1	
Oasis	U	1.00	0.75	0.50	1	
Obsianus Golem	U	1.00	1.00	0.50	1	
Onulet	R	4.00	3.00	2.00	1	
Orcish Artillery	U	1.00	0.75	0.50	1	
Orcish Oriflamme	U	1.00	0.75	0.50	1	
Ornithopter	U	1.00	0.75	0.50	1	
Osai Vultures	U	1.00	0.75	0.50	1	
Personal Incarnation	R	4.00	3.00	3.00	1	
Phantasmal Forces	U	1.00	0.75	0.50	1	
Phantom Monster	U	1.00	0.75	0.50	1	
Pirate Ship	R	4.00	3.00	2.00	1	
Power Surge	R	4.00	3.00	2.00	1	
Primal Clay	R	3.00	3.00	2.00	1	
Psionic Entity	R	4.00	3.00	2.00	1	
Purelace	R	3.00	3.00	1.49	1	
Pyrotechnics	U	1.00	1.00	0.50	1	
Radjan Spirit	U	1.00	0.79	0.50	1	
Rag Man	R	4.00	3.00	2.50	1	
Rebirth	R	4.00	3.00	2.00	1	
Red Mana Battery	R	4.00	3.00	2.49	1	
Red Ward	U	1.00	0.75	0.50	1	
Relic Bind	R	4.00	3.00	2.00	1	
Reverse Damage	R	4.00	3.00	3.00	1	
Righteousness	R	4.00	3.00	3.00	1	
Rod of Ruin	U	1.00	0.75	0.50	1	
Royal Assassin	R	10.95	10.00	6.00	3	
Savannah Lions	R	4.00	4.00	3.00	2	
Scavenging Ghoul	U	1.00	0.75	0.50	1	
Segovian Leviathan	U	1.00	1.00	0.50	1	
Sengir Vampire	U	4.00	2.00	1.00	1	
Serra Angel	U	5.00	4.00	1.00	2	
Shapeshifter	U	1.00	1.00	0.50	1	
Shivan Dragon	R	15.00	13.00	8.00	4	1.00
Simulacrum	U	1.00	0.75	0.50	1	
Sindbad	U	1.00	0.75	0.50	1	
Siren's Call	U	1.00	0.75	0.50	1	
Sleight of Mind	R	4.00	3.00	2.00	1	
Smoke	R	4.00	3.00	2.49	1	
Sorceress Queen	R	4.99	4.00	3.00	1	
Soul Net	U	1.00	1.00	0.50	1	
Spirit Link	U	2.00	1.00	1.00	1	
Spirit Shackle	U	1.00	0.75	0.50	1	
Stasis	R	4.00	4.00	3.00	2	
Steal Artifact	U	1.00	0.75	0.50	1	
Stone Giant	U	1.00	0.75	0.50	1	
Strip Mine	U	3.00	1.00	1.00	1	
Sunglasses of Urza	R	4.00	3.00	2.00	1	
Swords to Plowshares	U	1.50	1.00	0.75	1	
Sylvan Library	R	5.00	4.50	3.00	3	
Tawnos's Wand	U	1.00	0.75	0.50	1	
Tawnos's Weaponry	U	1.00	0.75	0.50	1	
Tempest Efreet	R	3.00	3.00	2.00	1	
Tetravus	R	4.00	3.00	3.00	1	
The Hive	R	4.00	3.00	3.00	1	
The Rack	U	1.00	1.00	0.50	1	
Thicket Basilisk	U	1.00	1.00	0.50	1	
Thoughtlace	R	3.00	3.00	2.00	1	
Throne of Bone	U	1.00	0.75	0.50	1	
Timber Wolves	R	4.00	3.00	2.00	1	
Time Elemental	R	5.00	4.00	3.00	2	
Titania's Song	R	3.33	3.00	2.00	1	
Triskelion	R	4.00	3.00	3.00	1	
Tsunami	U	1.00	0.75	0.50	1	
Tunnel	U	1.00	0.75	0.50	1	
Uncle Istvan	U	1.00	1.00	0.50	1	
Untamed Wilds	U	1.00	0.75	0.50	1	
Urza's Avenger	R	4.00	3.00	3.00	1	
Uthden Troll	U	1.00	0.75	0.50	1	
Verduran Enchantress	R	4.00	3.00	2.50	1	
Visions	U	1.00	1.00	0.50	1	
Volcanic Eruption	R	4.00	3.00	2.00	1	
Wall of Air	U	1.00	0.75	0.50	1	
Wall of Bone	U	1.00	0.75	0.50	1	
Wall of Brambles	U	1.00	0.75	0.50	1	
Wall of Dust	U	1.00	0.75	0.50	1	
Wall of Fire	U	1.00	0.75	0.50	1	
Wall of Ice	U	1.00	0.75	0.50	1	
Wall of Stone	U	1.00	0.75	0.50	1	
Wall of Swords	U	1.00	0.79	0.50	1	
Wall of Water	U	1.00	0.75	0.50	1	
Wanderlust	U	1.00	0.75	0.50	1	
Warp Artifact	R	3.00	3.00	2.00	1	
Water Elemental	U	1.00	0.75	0.50	1	
Web	R	3.00	3.00	2.00	1	
Whirling Dervish	U	1.00	1.00	0.50	1	
White Knight	U	1.50	1.00	0.50	1	
White Mana Battery	R	4.00	3.00	2.50	1	
White Ward	U	1.00	0.75	0.50	1	
Will-O'-the-Wisp	R	5.00	4.95	3.00	2	
Winds of Change	R	4.00	3.00	3.00	1	
Winter Blast	U	1.00	1.00	0.50	1	
Winter Orb	R	5.00	4.00	3.00	4	
Wooden Sphere	U	1.00	0.75	0.50	1	
Wrath of God	R	7.00	6.25	5.00	4	0.25
Xenic Poltergeist	R	4.00	3.00	2.00	1	
Zombie Master	R	4.00	3.00	3.00	1	

FIFTH

Item		High	Med	Low	TR	+/-
Complete Set		$250	$250	$225	4	
Booster Pack		2.99	2.95	2.95	2	
Booster Display		91.00	90.00	85.00	3	1.00
Starter Deck		9.95	8.99	8.95	3	
Starter Display		99.99	95.00	85.00	3	5.00
Typical Common		0.25	0.10	0.10	0	
Abbey Gargoyles	U	$1.00	$1.00	$0.50	1	
Abyssal Specter	U	1.00	1.00	0.50	1	
Adarkar Wastes	R	5.00	4.00	3.00	3	
Æther Storm	U	1.00	0.75	0.50	1	
Air Elemental	U	1.00	1.00	0.50	1	
Akron Legionnaire	R	4.00	3.00	2.00	1	
Aladdin's Ring	R	4.00	3.00	2.00	1	
Angry Mob	U	1.00	1.00	0.50	1	
An-Havva Constable	R	3.00	2.50	2.00	1	
Animate Dead	U	1.00	1.00	0.50	1	
Animate Wall	R	4.00	3.00	2.00	1	
Ankh of Mishra	R	4.00	3.00	2.50	1	
Anti-Magic Aura	U	1.00	0.75	0.50	1	
Arenson's Aura	U	1.00	0.75	0.50	1	
Armageddon	R	7.00	5.00	5.00	4	
Ashes to Ashes	U	1.00	0.75	0.50	1	
Ashnod's Altar	U	1.00	0.75	0.50	1	
Aspect of Wolf	R	4.00	3.00	2.00	1	
Atog	U	1.00	0.75	0.50	1	
Azure Drake	U	1.00	1.00	0.50	1	
Bad Moon	R	6.00	5.00	4.00	4	
Ball Lightning	R	9.50	8.00	6.00	4	
Barl's Cage	R	3.50	3.00	2.00	1	
Binding Grasp	U	1.00	0.75	0.50	1	
Birds of Paradise	R	7.00	6.00	5.00	3	
Black Knight	U	1.49	1.00	0.50	1	
Blight	U	1.00	1.00	0.50	1	
Blinking Spirit	R	5.00	4.00	3.00	1	
Bog Wraith	U	1.00	1.00	0.50	1	
Bottle of Suleiman	R	4.00	3.00	2.00	1	
Bottomless Vault	R	4.00	3.00	3.00	1	
Breeding Pit	U	1.50	1.00	0.50	1	
Broken Visage	R	4.00	3.00	2.00	1	
Brushland	R	5.00	4.00	3.00	3	
Caribou Range	R	4.00	3.00	3.00	1	
Carrion Ants	U	1.50	1.00	0.75	1	
Castle	U	1.00	1.00	0.50	1	
Cave People	U	1.00	0.75	0.50	1	
City of Brass	R	8.00	6.00	4.00	4	
Clockwork Beast	R	3.00	3.00	2.00	1	
Clockwork Steed	U	1.00	0.50	0.50	1	

MID-ATLANTIC

COMICQUEST

Tom Barnes

The release of* Fossil *definitely slowed sales of* Jungle.** *Base Set sales are still very strong, though—due almost exclusively to the appeal of Charizard. As each set has been released in English, we've seen a decline in sales for its Japanese counterpart. Sales of Japanese* Fossil *are still strong because many hope to acquire Mew. The decision not to include Mew in the English* Fossil *series left many* ***Pokémon *players less than thrilled.*

Magic* *customers spend their money regardless of when a new set is due to be released, *and they don't always spend their money on the latest expansion. The most popular expansions are the Tempest and Urza's Saga sets. We've lost many* ***Magic*** *players in the past year that feel they just can't afford to compete effectively. Releasing new sets twice a year instead of every four months would remedy that.*

Item		High	Med	Low	TR	+/-
Cockatrice	R	4.00	3.00	2.50	1	
Colossus of Sardia	R	5.00	5.00	3.00	1	
Conquer	U	1.00	0.75	0.50	1	0.25
CoP: Artifacts	U	1.00	1.00	0.50	1	
Coral Helm	R	3.00	3.00	2.00	1	
Craw Giant	U	1.00	1.00	0.50	1	
Crimson Manticore	R	4.00	3.00	2.50	1	
Crown of the Ages	R	4.00	3.00	3.00	1	
Crumble	U	1.00	0.75	0.50	1	
Crusade	R	5.50	5.00	4.00	2	
Crystal Rod	U	1.00	0.75	0.50	1	
Cursed Land	U	1.00	0.75	0.50	1	
Dance of Many	R	3.00	3.00	2.00	1	
Dancing Scimitar	R	3.00	3.00	2.00	1	
Deathgrip	U	1.00	0.75	0.50	1	
Deflection	R	6.00	5.00	4.00	2	
Derelor	R	3.00	3.00	2.00	1	
Desert Twister	U	1.00	1.00	0.50	1	
Detonate	U	1.00	0.79	0.50	1	
Diabolic Machine	U	1.00	0.79	0.50	1	
Dingus Egg	R	4.00	3.00	2.00	1	
Disrupting Scepter	R	4.00	3.00	2.50	2	
Divine Transformation	U	1.00	1.00	0.50	1	
Dragon Engine	R	3.00	3.00	1.75	1	
Drain Power	R	4.00	3.00	2.50	1	
Dust to Dust	U	1.00	0.75	0.50	1	
Dwarven Catapult	U	1.00	0.75	0.50	1	
Dwarven Hold	R	4.00	3.00	2.00	1	
Dwarven Ruins	U	1.00	0.75	0.50	1	
Earthquake	R	5.00	4.00	3.00	2	
Ebon Stronghold	U	1.00	0.75	0.50	1	
Elder Druid	R	4.00	3.00	2.95	1	
Elkin Bottle	R	3.33	3.00	2.00	1	
Elven Riders	U	1.00	1.00	0.50	1	
Elvish Archers	R	4.00	3.00	2.00	1	
Energy Flux	U	1.00	0.75	0.50	1	
Evil Eye of Orms-by-Gore	U	1.00	1.00	0.50	1	
Evil Presence	U	1.00	0.75	0.50	1	
Eye for an Eye	R	3.29	3.00	2.00	1	
Fallen Angel	U	1.00	1.00	0.50	1	
Feedback	U	1.00	0.75	0.50	1	
Feldon's Cane	U	1.00	1.00	0.75	1	
Fellwar Stone	U	1.00	1.00	0.50	1	
Feroz's Ban	R	3.00	3.00	2.00	1	
Fire Drake	U	1.00	0.75	0.50	1	
Flame Spirit	U	1.00	0.75	0.50	1	
Flashfires	U	1.00	0.75	0.50	1	
Flying Carpet	R	3.00	3.00	2.00	1	
Force of Nature	R	6.25	5.00	4.00	2	
Forget	R	3.00	3.00	2.00	1	
Fountain of Youth	U	1.00	0.75	0.50	1	
Fungusaur	R	4.00	3.00	2.50	1	
Fyndhorn Elder	U	1.00	0.75	0.50	1	
Game of Chaos	R	4.00	3.00	2.00	1	
Gauntlets of Chaos	R	4.00	3.00	2.00	1	
Glacial Wall	U	1.00	0.75	0.50	1	
Glasses of Urza	U	1.00	0.75	0.50	1	
Gloom	U	1.00	0.75	0.50	1	
Goblin King	R	5.00	4.00	3.00	1	
Goblin Warrens	R	4.00	3.00	2.50	1	
Greater Realm of Pres.	U	1.00	1.00	0.50	1	
Greater Werewolf	U	1.00	0.75	0.50	1	
Havenwood Battleground	U	1.00	0.75	0.50	1	
Hecatomb	R	5.00	4.00	3.00	1	
Helm of Chatzuk	R	3.00	3.00	2.00	1	
Hollow Trees	R	4.00	3.00	2.00	1	
Howling Mine	R	5.95	5.00	4.00	3	
Hurkyl's Recall	R	3.00	3.00	2.00	1	
Hurricane	U	1.00	1.00	0.50	1	
Hydroblast	U	1.00	0.75	0.50	1	
Icatian Phalanx	U	1.00	0.75	0.50	1	
Icatian Store	R	3.00	3.00	2.00	1	
Icatian Town	R	3.00	3.00	2.00	1	
Ice Floe	U	1.00	1.00	0.50	1	
Inferno	R	4.00	3.00	3.00	1	
Infinite Hourglass	R	3.50	3.00	2.00	1	
Instill Energy	U	1.00	0.75	0.50	1	
Iron Star	U	1.00	0.75	0.50	1	
Ironclaw Curse	R	3.00	3.00	2.00	1	
Island Sanctuary	R	4.00	3.00	2.50	1	
Ivory Cup	U	1.00	0.75	0.50	1	
Ivory Guardians	U	1.00	1.00	0.50	1	
Jade Monolith	R	4.00	3.00	2.00	1	
Jalum Tome	R	3.33	3.00	2.00	1	
Jandor's Saddlebags	R	3.00	3.00	2.00	1	
Jayemdae Tome	R	4.00	3.00	3.00	1	
Jester's Cap	R	10.00	8.00	6.00	2	
Johtull Wurm	U	1.00	0.75	0.50	1	
Jokulhaups	R	5.00	5.00	4.00	2	
Joven's Tools	U	1.00	0.75	0.50	1	
Justice	U	1.00	1.00	0.50	1	
Juxtapose	R	3.00	3.00	2.00	1	
Karma	U	1.00	0.75	0.50	1	
Karplusan Forest	R	5.00	4.00	3.00	3	
Keldon Warlord	U	1.00	1.00	0.50	1	
Killer Bees	U	2.00	1.00	0.75	1	
Kismet	U	1.00	1.00	0.50	1	
Kjeldoran Royal Guard	R	4.00	3.00	3.00	1	
Kjeldoran Skycaptain	U	1.00	0.75	0.50	1	
Knight of Stromgald	U	1.00	1.00	0.50	1	
Leshrac's Rite	U	1.00	0.75	0.50	1	
Leviathan	R	5.00	4.00	3.00	1	
Lhurgoyf	R	5.00	4.95	3.00	3	
Library of Leng	U	1.00	0.75	0.50	1	
Lifeforce	U	1.00	0.75	0.50	1	
Lifetap	U	1.00	0.75	0.50	1	
Living Artifact	R	3.00	3.00	2.00	1	
Living Lands	R	4.00	3.00	2.00	1	
Lord of Atlantis	R	5.00	4.00	3.00	1	
Lord of the Pit	R	6.79	5.00	4.00	1	
Lure	U	1.00	0.75	0.50	1	
Magical Hack	R	4.00	3.00	3.00	1	
Magus of the Unseen	R	4.00	3.00	3.00	1	
Mana Clash	R	3.00	3.00	2.00	1	
Mana Flare	R	5.00	4.00	3.00	2	
Mana Vault	R	4.00	3.75	3.00	1	
Manabarbs	R	3.00	3.00	2.00	1	
Meekstone	R	4.00	3.00	2.50	1	
Millstone	R	5.00	4.00	3.00	2	
Mind Bomb	U	1.00	0.75	0.50	1	
Mind Warp	U	1.00	0.75	0.50	1	
Mole Worms	U	1.00	0.75	0.50	1	
Necropotence	R	6.00	5.00	4.00	4	
Nether Shadow	R	4.00	3.00	3.00	2	
Nevinyrral's Disk	R	6.00	5.00	4.50	4	
Nightmare	R	6.00	5.00	4.50	2	0.95
Obelisk of Undoing	R	3.33	3.00	2.00	1	
Orcish Artillery	U	1.00	0.75	0.50	1	
Orcish Captain	U	1.00	0.75	0.50	1	
Orcish Oriflamme	U	1.00	0.75	0.50	1	
Orcish Squatters	R	3.50	3.00	3.00	1	
Order of the Sacred Torch	R	3.50	3.00	3.00	1	
Order of the White Shield	U	1.00	1.00	0.50	1	
Orgg	R	4.00	3.00	2.75	1	
Ornithopter	U	1.00	0.59	0.50	1	0.16
Pentagram of the Ages	R	3.95	3.00	3.00	1	
Personal Incarnation	R	4.00	3.00	3.00	1	
Phantasmal Forces	U	1.00	0.75	0.50	1	
Phantom Monster	U	1.00	0.75	0.50	1	
Pirate Ship	R	3.50	3.00	2.00	1	
Power Sink	U	1.00	0.50	0.50	1	
Pox	R	5.00	3.00	3.00	2	
Primal Clay	R	3.33	3.00	2.00	1	
Primal Order	R	4.00	3.00	3.00	1	
Primordial Ooze	U	1.00	0.75	0.50	1	
Pyroblast	U	1.00	0.75	0.50	1	
Pyrotechnics	U	1.00	0.75	0.50	1	
Rabid Wombat	U	1.00	1.00	0.50	1	
Radjan Spirit	U	1.00	0.75	0.50	1	
Rag Man	R	4.00	3.00	2.00	1	
Recall	R	3.00	3.00	2.00	1	
Reverse Damage	R	4.00	3.00	3.00	1	
Righteousness	R	4.00	3.00	3.00	1	
Rod of Ruin	U	1.00	0.75	0.50	1	
Ruins of Trokair	U	1.00	0.75	0.50	1	
Sacred Boon	U	1.00	0.75	0.50	1	
Sand Silos	R	4.00	3.00	2.00	1	
Sea Spirit	U	1.00	0.75	0.50	1	
Sea Sprite	U	1.00	1.00	0.50	1	
Seasinger	U	1.00	0.75	0.50	1	
Segovian Leviathan	U	1.00	1.00	0.50	1	
Sengir Autocrat	R	4.00	3.00	2.50	1	
Seraph	R	5.00	4.00	3.00	1	
Serpent Generator	R	4.00	3.00	3.00	1	
Serra Bestiary	U	1.00	0.75	0.50	1	
Serra Paladin	U	1.00	0.75	0.50	1	
Shapeshifter	U	1.00	1.00	0.50	1	
Shatterstorm	U	1.00	1.00	0.50	1	
Shivan Dragon	R	14.00	12.00	8.00	4	
Sibilant Spirit	R	4.00	3.00	3.00	1	
Skull Catapult	U	1.00	0.75	0.50	1	
Sleight of Mind	R	4.00	3.00	2.00	1	
Smoke	R	4.00	3.00	2.00	1	
Sorceress Queen	R	4.00	3.00	3.00	1	
Soul Net	U	1.00	0.75	0.50	1	
Spirit Link	U	1.00	1.00	0.50	1	
Stampede	R	4.00	3.00	2.95	1	
Stasis	R	4.00	3.95	3.00	1	
Steal Artifact	U	1.00	0.75	0.50	1	
Stone Giant	U	1.00	0.75	0.50	1	
Stone Spirit	U	1.00	0.75	0.50	1	
Stromgald Cabal	R	3.50	3.00	3.00	1	
Sulfurous Springs	R	5.00	4.00	3.00	3	
Svyelunite Temple	U	1.00	0.75	0.50	1	
Sylvan Library	R	5.00	4.00	3.00	3	
Tawnos's Weaponry	U	1.00	0.75	0.50	1	
The Hive	R	4.00	3.00	3.00	1	
The Wretched	R	4.95	3.00	3.00	1	
Thicket Basilisk	U	1.00	0.99	0.50	1	
Throne of Bone	U	1.00	0.75	0.50	1	
Thrull Retainer	U	1.00	0.75	0.50	1	
Time Bomb	R	3.75	3.00	2.50	1	
Time Elemental	R	5.00	4.00	3.00	2	
Titania's Song	R	4.00	3.00	2.00	1	
Truce	R	4.00	3.00	2.00	1	
Tsunami	U	1.00	0.75	0.50	1	
Underground River	R	5.00	4.00	3.00	3	
Untamed Wilds	U	1.00	0.75	0.50	1	
Urza's Avenger	R	4.00	3.00	3.00	1	
Urza's Bauble	U	1.00	0.75	0.50	1	
Verduran Enchantress	R	3.00	3.00	2.00	1	
Wall of Air	U	1.00	0.75	0.50	1	
Wall of Bone	U	1.00	0.75	0.50	1	
Wall of Brambles	U	1.00	0.75	0.50	1	
Wall of Fire	U	1.00	0.75	0.50	1	
Wall of Stone	U	1.00	0.75	0.50	1	
Wall of Swords	U	1.00	0.79	0.50	1	
Wanderlust	U	1.00	0.75	0.50	1	
Warp Artifact	R	3.00	3.00	2.00	1	
Whirling Dervish	U	1.00	1.00	0.50	1	
White Knight	U	1.00	1.00	0.50	1	
Wind Spirit	U	1.00	0.75	0.50	1	
Winds of Change	R	4.00	3.00	2.50	1	
Winter Blast	U	1.00	0.75	0.50	1	
Winter Orb	R	5.00	4.00	3.00	4	
Wolverine Pack	U	1.00	0.75	0.50	1	
Wooden Sphere	U	1.00	0.75	0.50	1	
Word of Blasting	U	1.00	0.75	0.50	1	
Wrath of God	R	7.99	6.00	5.00	4	
Wyluli Wolf	R	4.00	3.00	2.95	1	
Xenic Poltergeist	R	4.00	3.00	2.00	1	
Zombie Master	R	4.00	3.00	3.00	1	
Zur's Weirding	R	4.00	3.00	3.00	1	

CLASSIC

Item		High	Med	Low	TR	+/-
Complete Set		$275	$250	$240	4	
Booster Pack		2.99	2.99	2.69	3	
Booster Display		89.00	85.00	80.00	3	
Starter Deck		9.99	9.95	8.99	2	
Starter Display		100	95.00	85.00	2	
Typical Common		0.25	0.10	0.10	0	
Abduction	U	$1.00	$0.75	$0.50	1	
Abyssal Hunter	R	4.00	3.00	3.00	2	
Abyssal Specter	U	1.00	1.00	0.50	1	
Adarkar Wastes	R	5.00	4.00	4.00	5	
Æther Flash	U	1.00	0.75	0.50	1	
Agonizing Memories	U	1.00	0.75	0.50	1	
Air Elemental	U	1.00	1.00	0.50	1	
Aladdin's Ring	R	4.00	3.00	3.00	2	
Amber Prison	R	4.00	3.00	3.00	3	
Ancestral Memories	R	3.00	3.00	3.00	2	
Animate Wall	R	3.29	3.00	2.00	2	
Ankh of Mishra	R	4.00	3.00	3.00	3	
Archangel	R	7.00	5.00	4.00	4	
Ardent Militia	U	1.00	0.75	0.50	1	
Armageddon	R	7.00	6.00	5.00	5	
Ashen Powder	R	3.00	3.00	3.00	2	
Ashnod's Altar	U	1.00	0.75	0.50	1	
Balduvian Horde	R	10.00	7.00	5.00	3	
Birds of Paradise	R	7.00	6.00	5.00	5	
Blaze	U	1.00	1.00	0.50	1	
Blight	U	1.00	0.75	0.50	1	
Blighted Shaman	U	1.00	0.75	0.50	1	
Bog Wraith	U	1.00	0.75	0.50	1	
Boil	U	1.00	1.00	0.50	1	
Bottle of Suleiman	R	4.00	3.00	2.00	2	
Browse	U	1.00	0.75	0.50	1	
Brushland	R	5.00	4.00	3.00	5	
Burrowing	U	1.00	0.75	0.50	1	
Call of the Wild	R	4.00	3.00	3.00	2	
Castle	U	1.00	0.75	0.50	1	
Celestial Dawn	R	6.00	4.00	3.00	2	
Charcoal Diamond	U	1.00	0.75	0.50	1	
Chill	U	1.00	1.00	0.50	1	
City of Brass	R	8.00	6.00	4.00	5	1.00
Conquer	U	1.00	0.75	0.50	1	0.25
Creeping Mold	U	1.00	1.00	0.50	1	
Crimson Hellkite	R	7.00	6.00	4.00	3	
Crusade	R	6.00	5.00	4.00	4	
Crystal Rod	U	1.00	0.75	0.50	1	
Crystal Vein	U	1.00	0.75	0.50	1	
Cursed Totem	R	4.50	3.00	3.00	2	
Dancing Scimitar	R	3.00	3.00	2.00	2	
Daraja Griffin	U	1.00	0.75	0.50	1	
Daring Apprentice	R	4.00	3.00	3.00	2	
Deflection	R	5.00	4.00	3.00	3	
Dense Foliage	R	4.00	3.00	3.00	2	
Derelor	R	4.00	3.00	3.00	2	
Desertion	R	5.00	4.00	3.00	2	
Diminishing Returns	R	4.00	3.00	3.00	2	
Dingus Egg	R	4.00	3.00	2.00	2	
Disrupting Scepter	R	4.00	3.00	3.00	4	
Divine Transformation	U	1.00	0.75	0.50	1	
Doomsday	R	4.00	3.00	3.00	2	
Dragon Engine	R	3.00	3.00	2.00	2	
Dragon Mask	U	1.00	0.75	0.50	1	
Dread of Night	U	1.00	0.75	0.50	1	
Dwarven Ruins	U	1.00	0.75	0.50	1	
Early Harvest	R	4.00	3.00	3.00	2	
Earthquake	R	5.00	4.00	3.00	5	
Ebon Stronghold	U	1.00	0.75	0.50	1	
Elder Druid	R	4.00	3.00	3.00	2	
Elven Riders	U	1.00	0.75	0.50	1	
Elvish Archers	R	4.00	3.00	3.00	4	
Enlightened Tutor	U	1.00	1.00	0.50	1	
Ethereal Champion	R	4.00	3.00	3.00	2	
Evil Eye of Orms-by-Gore	U	1.00	0.75	0.50	1	
Exile	R	5.00	4.00	3.00	3	
Fallen Angel	R	4.00	3.00	3.00	3	
Fallow Earth	U	1.00	0.50	0.50	1	
Familiar Ground	U	1.00	0.75	0.50	1	
Femeref Archers	U	1.00	0.75	0.50	1	
Fervor	R	4.00	3.00	3.00	1	
Final Fortune	R	6.00	5.00	3.00	3	
Fire Diamond	U	1.00	0.79	0.50	1	
Fire Elemental	U	1.00	0.75	0.50	1	
Flash	R	3.00	3.00	3.00	2	
Flashfires	U	1.00	0.75	0.50	1	
Flying Carpet	R	3.00	3.00	2.00	2	
Forbidden Crypt	R	4.00	3.00	3.00	2	
Forget	R	4.00	3.00	2.00	2	
Fountain of Youth	U	1.00	0.75	0.50	1	
Fyndhorn Elder	U	1.00	0.75	0.50	1	
Glacial Wall	U	1.00	0.75	0.50	1	
Glasses of Urza	U	1.00	0.75	0.50	1	
Goblin King	R	5.00	4.00	3.00	3	
Goblin Recruiter	U	1.00	0.75	0.50	1	
Goblin Warrens	R	4.00	3.00	3.00	2	
Gravebane Zombie	U	1.00	0.50	0.50	1	
Greed	R	4.00	3.00	2.00	2	
Grinning Totem	R	6.00	5.00	4.00	3	
Hammer of Bogardan	R	11.00	9.00	8.00	5	
Harmattan Efreet	U	1.00	0.75	0.50	1	
Havenwood Battleground	U	1.00	0.75	0.50	1	
Heavy Ballista	U	1.00	0.75	0.50	1	
Hecatomb	R	4.00	3.00	3.00	2	
Hidden Horror	U	1.00	1.00	0.50	1	
Howling Mine	R	6.00	5.00	4.00	3	
Hulking Cyclops	U	1.00	0.75	0.50	1	
Hurricane	R	4.00	3.00	2.00	2	
Icatian Town	R	4.00	3.00	3.00	2	
Illicit Auction	R	4.00	3.00	3.00	2	
Infernal Contract	R	4.00	3.00	3.00	2	
Inferno	R	4.00	3.00	3.00	2	
Insight	U	1.00	0.75	0.50	1	0.25
Iron Star	U	1.00	0.75	0.50	1	
Ivory Cup	U	1.00	0.75	0.50	1	
Jade Monolith	R	4.00	3.00	2.00	2	
Jalum Tome	R	3.99	3.00	3.00	2	
Jayemdae Tome	R	4.00	3.00	3.00	2	
Jokulhaups	R	5.00	4.00	4.00	4	
Juxtapose	R	4.00	3.00	2.00	2	
Karplusan Forest	R	5.00	4.00	3.00	5	
Kismet	U	1.00	0.75	0.50	1	
Kjeldoran Royal Guard	R	3.00	3.00	3.00	2	
Lead Golem	U	1.00	0.75	0.50	1	
Leshrac's Rite	U	1.00	0.75	0.50	1	
Library of Lat-Nam	R	4.00	3.00	3.00	2	
Light of Day	U	1.00	1.00	0.50	1	
Living Lands	R	3.00	3.00	2.00	2	
Longbow Archer	U	1.00	1.00	0.50	1	
Lord of Atlantis	R	5.00	4.00	3.00	4	
Lure	U	1.00	0.75	0.50	1	
Mana Prism	U	1.00	0.75	0.50	1	
Mana Short	R	4.00	3.00	3.00	2	
Manabarbs	R	4.00	3.00	3.00	2	
Marble Diamond	U	1.00	0.75	0.50	1	
Maro	R	6.00	4.00	4.00	5	
Meekstone	R	4.00	3.00	3.00	2	
Millstone	R	5.00	5.00	3.00	4	1.00
Mind Warp	U	1.00	0.75	0.50	1	
Mischievous Poltergeist	U	1.00	0.75	0.50	1	
Moss Diamond	U	1.00	0.75	0.50	1	
Mystic Compass	U	1.00	0.75	0.50	1	
Mystical Tutor	U	1.00	1.00	0.50	1	
Nature's Resurgence	R	4.00	3.00	3.00	2	
Necrosavant	R	4.00	4.00	3.00	3	
Nightmare	R	6.00	5.00	4.00	3	
Obsianus Golem	U	1.00	0.75	0.50	1	
Orcish Artillery	U	1.00	0.75	0.50	1	
Orcish Oriflamme	U	1.00	0.75	0.50	1	
Order of the Sacred Torch	R	4.00	3.00	3.00	2	
Ornithopter	U	1.00	0.75	0.50	1	
Patagia Golem	U	1.00	0.75	0.50	1	
Pearl Dragon	R	5.00	4.00	3.00	3	
Pentagram of the Ages	R	4.00	3.00	3.00	2	

C&C GAMES ETC.

Jason Moungey

MidWest

Usually sales of previous Pokémon sets go down when a new set is released. *Our sales are limited more by the product we're able to keep in stock—none, usually. We don't carry much Japanese* ***Pokémon****—usually less than a box at a time. Most of the younger customers prefer English, but much like* ***Magic****, the hard-core players prefer Japanese cards.*

We do very well with preselling boxes and sets of new Magic expansions. *Most of our regular customers don't buy packs after placing their preorder. Instead, they play in our sealed deck and booster draft tournaments. Some just draft constantly with each other. According to most customers,* ***Magic*** *expansions come out too often.*

Item		High	Med	Low	TR	+/-
Perish	U	1.00	1.00	0.50	1	
Pestilence	U	1.00	0.75	0.50	1	
Phantom Warrior	U	1.00	0.75	0.50	1	
Phyrexian Vault	U	1.00	0.75	0.50	1	
Pillage	U	1.00	1.00	0.50	1	
Polymorph	R	4.00	3.00	3.00	2	
Power Sink	U	1.00	0.50	0.50	1	
Primal Clay	R	3.00	3.00	2.00	2	
Prosperity	U	1.00	0.75	0.50	1	
Psychic Transfer	R	4.00	3.00	3.00	2	
Radjan Spirit	U	1.00	0.75	0.50	1	
Rag Man	R	3.00	3.00	2.00	2	
Recall	R	4.00	3.00	3.00	4	
Reckless Embermage	R	4.00	3.00	3.00	2	
Relearn	U	1.00	0.75	0.50	1	
Relentless Assault	R	7.50	5.00	4.00	4	
Reprisal	U	1.00	0.75	0.50	1	
Reverse Damage	R	4.00	3.00	2.00	2	
River Boa	U	1.00	0.75	0.50	1	
Rod of Ruin	U	1.00	0.75	0.50	1	
Rowen	R	4.00	3.00	3.00	2	
Ruins of Trokair	U	1.00	0.75	0.50	1	
Segovian Leviathan	U	1.00	0.75	0.50	1	
Sengir Autocrat	R	4.00	3.00	3.00	2	
Serenity	R	4.00	3.00	3.00	2	
Serra's Blessing	U	1.00	1.00	0.50	1	
Shatterstorm	R	4.00	3.00	2.00	2	
Sibilant Spirit	R	5.00	4.00	3.00	3	
Skull Catapult	U	1.00	0.75	0.50	1	
Sky Diamond	U	1.00	0.75	0.50	1	
Snake Basket	R	5.00	4.00	3.00	4	
Soldevi Sage	U	1.00	0.50	0.50	1	
Soul Net	U	1.00	0.75	0.50	1	
Spirit Link	U	1.00	1.00	0.50	1	
Spitting Drake	U	1.00	0.75	0.50	1	
Staunch Defenders	U	1.00	0.75	0.50	1	
Storm Cauldron	R	4.00	3.00	3.00	3	
Strands of Night	U	1.00	0.75	0.50	1	
Stromgald Cabal	R	4.00	3.00	3.00	2	
Stupor	U	1.00	1.00	0.50	1	
Sulfurous Springs	R	5.00	5.00	4.00	5	
Summer Bloom	U	1.00	0.75	0.50	1	
Sunweb	R	4.00	3.00	3.00	2	
Svyelunite Temple	U	1.00	0.75	0.50	1	
Tariff	R	4.00	3.00	2.00	2	
Teferi's Puzzle Box	R	4.00	3.00	3.00	2	
The Hive	R	4.00	3.00	3.00	2	
Thicket Basilisk	U	1.00	0.75	0.50	1	
Throne of Bone	U	1.00	0.75	0.50	1	
Tranquil Grove	R	4.00	3.00	3.00	2	
Uktabi Orangutan	U	1.00	1.00	0.50	1	
Uktabi Wildcats	R	4.00	3.00	3.00	2	
Underground River	R	5.00	4.00	3.00	5	
Unseen Walker	U	1.00	0.75	0.50	1	
Untamed Wilds	U	1.00	0.75	0.50	1	
Unyaro Griffin	U	1.00	0.75	0.50	1	
Vampiric Tutor	R	8.00	6.00	5.00	5	
Verduran Enchantress	R	4.00	3.00	3.00	4	
Vertigo	U	1.00	0.75	0.50	1	
Volcanic Dragon	R	7.00	6.00	5.00	3	
Volcanic Geyser	U	1.00	0.75	0.50	1	
Waiting in the Weeds	R	4.00	3.00	3.00	2	
Wall of Air	U	1.00	0.75	0.50	1	
Wall of Fire	U	1.00	0.75	0.50	1	
Wall of Swords	U	1.00	0.75	0.50	1	
Wand of Denial	R	4.00	3.00	3.00	3	
Warmth	U	1.00	0.75	0.50	1	
Warthog	U	1.00	0.50	0.50	1	
Wind Spirit	U	1.00	0.75	0.50	1	
Wooden Sphere	U	1.00	0.75	0.50	1	
Worldly Tutor	U	1.00	1.00	0.50	1	
Wrath of God	R	7.00	6.00	5.00	5	
Wyluli Wolf	R	4.00	3.00	3.00	2	
Zombie Master	R	4.00	3.00	3.00	2	
Zur's Weirding	R	4.00	3.00	3.00	3	

CHRONICLES

Item		High	Med	Low	TR	+/-
Complete Set		$100	$100	$75.00	2	25.00
Booster Display		95.00	91.00	80.00	2	6.00
Booster Pack		3.45	2.99	2.50	2	0.49
Typical Common		0.25	0.15	0.10	0	
Abu Ja'far	U3	$1.00	$1.00	$0.75	1	
Akron Legionnaire	U	2.00	1.50	1.00	1	
Aladdin	U	2.00	2.00	1.00	1	
Angelic Voices	U	4.00	3.00	2.00	1	
Arcades Sabboth	U	4.50	4.00	2.50	1	
Arena of the Ancients	U	2.00	2.00	1.00	1	
Axelrod Gunnarson	U	3.00	2.00	1.00	1	
Ayesha Tanaka	U	2.00	2.00	1.00	1	
Azure Drake	U3	1.00	1.00	0.50	1	
Banshee	U3	1.00	1.00	0.50	1	
Barl's Cage	U	2.00	1.00	1.00	1	0.95
Beasts of Bogardan	U3	1.00	1.00	0.50	1	
Blood Moon	U	3.25	2.00	1.00	1	0.50
Blood of the Martyr	U3	1.00	1.00	0.50	1	
Book of Rass	U	2.00	1.00	1.00	1	
Bronze Horse	U	2.00	1.50	1.00	1	
Chromium	U	5.00	4.00	2.00	1	
City of Brass	U	7.99	6.25	6.00	4	
Cocoon	U3	1.00	1.00	0.50	1	
Concordant Crossroads	U	3.00	2.00	1.00	1	
Craw Giant	U3	2.00	1.00	1.00	1	
Cyclone	U	2.00	1.50	1.00	1	0.50
Dakkon Blackblade	U	4.50	3.50	2.00	1	0.50
Dance of Many	U	2.00	1.95	1.00	1	
Enchantment Alteration	U3	1.00	1.00	0.50	1	
Erhnam Djinn	U3	4.50	3.00	2.00	2	
Fallen Angel	U3	2.00	2.00	1.00	1	
Feldon's Cane	C2	1.00	0.25	0.10	1	
Fire Drake	U3	1.00	1.00	0.50	1	
Gabriel Angelfire	U	3.00	2.00	1.00	1	
Gauntlets of Chaos	U	2.25	2.00	1.00	1	
Goblin Artisans	U3	1.00	1.00	0.50	1	
Hell's Caretaker	U	4.99	3.50	2.00	1	
Horn of Deafening	U	2.00	1.95	1.00	1	0.05
Ivory Guardians	U3	1.00	1.00	0.75	1	
Jalum Tome	U	2.00	1.95	1.00	1	
Jeweled Bird	U	2.00	1.00	1.00	1	
Johan	U	3.59	2.00	1.00	1	
Juxtapose	U	2.69	2.00	1.00	1	
Land's Edge	U	4.00	3.00	1.00	1	
Nebuchadnezzar	U	4.00	3.00	2.00	1	
Nicol Bolas	U	5.00	4.50	2.50	1	
Obelisk of Undoing	U	2.00	2.00	1.00	1	
Palladia-Mors	U	4.50	4.00	2.50	1	
Petra Sphinx	U	2.00	2.00	1.00	1	
Primordial Ooze	U3	1.00	1.00	0.50	1	
Puppet Master	U3	1.00	1.00	0.50	1	
Rabid Wombat	U3	1.50	1.00	1.00	1	
Rakalite	U	2.00	1.00	1.00	1	
Recall	U3	2.00	1.50	1.00	1	0.29
Revelation	U	2.00	1.79	1.00	1	0.79
Rubinia Soulsinger	U	4.00	2.00	1.00	1	
Safe Haven	U	2.00	2.00	1.00	1	
Sentinel	U	2.00	1.50	1.00	1	0.25
Serpent Generator	U	4.00	3.00	1.00	1	
Shield Wall	U3	1.00	1.00	0.50	1	
Shimian Night Stalker	U3	1.50	1.00	0.50	1	
Sol'kanar, Swamp King	U	5.00	4.00	2.00	2	
Stangg	U	2.50	2.00	1.00	1	
Storm Seeker	U3	2.00	1.00	1.00	1	0.50
Takklemaggot	U3	1.00	1.00	0.50	1	
Teleport	U	2.00	1.50	1.00	1	
The Fallen	U3	1.00	1.00	0.50	1	
The Wretched	U	5.00	3.00	1.00	1	
Triassic Egg	U	2.00	1.79	1.00	1	0.16
Vaevictis Asmadi	U	5.00	4.00	3.00	1	
Voodoo Doll	U	2.00	1.00	1.00	1	
Wall of Opposition	U3	1.00	1.00	0.50	1	
Wall of Wonder	U3	1.00	1.00	0.50	1	
Witch Hunter	U3	1.50	1.00	0.50	1	
Xira Arien	U	2.25	2.00	1.00	1	
Yawgmoth Demon	U	4.00	2.00	1.00	1	

RENAISSANCE

Item		High	Med	Low	TR	+/-
Typical Card		$0.25	$0.25	$0.20	1	
Ball Lightning		$6.00	$6.00	$4.00	4	
Black Mana Battery		1.00	1.00	1.00	1	1.00
Blue Mana Battery		1.00	1.00	1.00	1	1.00
Carrion Ants		2.00	2.00	1.00	1	
Clay Statue		1.00	1.00	0.25	1	0.75
Colossus of Sardia		1.00	1.00	0.25	1	1.00
CoP: Artifacts		2.00	2.00	1.00	1	
Coral Helm		1.00	1.00	0.25	1	
Cosmic Horror		1.00	1.00	0.25	1	
Fellwar Stone		1.00	1.00	0.25	1	
Greed		1.00	1.00	0.25	1	
Green Mana Battery		1.00	1.00	1.00	1	1.00
Inferno		1.00	1.00	0.25	1	
Ironclaw Orcs		1.00	1.00	0.25	1	
Killer Bees		2.00	2.00	1.00	1	
Land Tax		4.00	4.00	2.00	2	
Leviathan		2.00	2.00	0.25	1	
Mishra's Factory		4.00	4.00	2.00	3	
Rag Man		1.00	1.00	0.25	1	
Red Mana Battery		1.00	1.00	1.00	1	1.00
Spirit Link		2.00	2.00	1.00	1	
Strip Mine		2.00	2.00	2.00	2	2.00
Sylvan Library		4.00	4.00	2.00	3	
Tetravus		2.00	2.00	0.25	1	
Time Elemental		4.00	4.00	2.00	2	
Triskelion		2.00	2.00	0.25	1	
Urza's Avenger		1.00	1.00	0.25	1	1.00
Whirling Dervish		2.00	2.00	1.00	1	
White Mana Battery		1.00	1.00	1.00	1	1.00

ARABIAN NIGHTS

Item		High	Med	Low	TR	+/-
Complete Set		$850	$850	$500	4	
Booster Pack		125	100	90.00	4	
Typical Common		2.00	1.00	0.50	1	
Abu Ja Far	U3	$7.00	$4.00	$3.00	1	
Aladdin	U2	8.00	6.00	5.00	1	
Aladdin's Lamp	U2	6.00	5.00	3.00	1	
Aladdin's Ring	U2	6.00	5.00	3.00	1	
Ali Baba	U3	5.00	4.00	3.00	1	
Ali from Cairo	U2	90.00	85.00	50.00	4	
Army of Allah	C4	5.00	4.00	3.00	2	
Bazaar of Baghdad	U3	20.00	15.00	12.00	2	1.00
Bottle of Suleiman	U2	6.00	5.00	3.00	2	
Brass Man	U3	5.00	3.00	2.00	1	
Camel	C5	2.00	1.00	1.00	1	
City in a Bottle	U2	15.00	14.00	8.00	2	1.00
City of Brass	U3	25.00	20.00	18.00	4	
Cyclone	U3	6.00	4.00	3.00	1	
Dancing Scimitar	U2	6.00	5.00	3.00	2	
Desert	C11	3.00	3.00	2.00	1	
Desert Nomads	C5	2.69	2.00	1.00	1	
Desert Twister	U3	5.00	4.00	3.00	2	1.00
Diamond Valley	U2	60.00	57.50	48.00	3	
Drop of Honey	U2	45.00	39.00	30.00	3	1.00
Ebony Horse	U2	5.00	5.00	3.00	1	
Elephant Graveyard	U2	32.00	25.00	20.00	2	
El-Hajjâj	U2	6.00	5.00	4.00	1	
Erg Raiders	C5	2.00	1.00	0.50	2	
Erhnam Djinn	U2	25.00	25.00	15.00	4	
Eye for an Eye	U3	6.00	5.00	4.00	1	
Flying Carpet	U3	6.00	5.00	3.00	1	
Flying Men	C5	5.00	5.00	3.00	2	
Ghazbán Ogre	C4	2.00	1.00	0.50	2	
Guardian Beast	U2	60.00	50.00	40.00	3	7.00
Hasran Ogress	C5	2.00	1.00	0.50	1	
Hurr Jackal	C4	2.00	1.50	1.00	1	0.50
Ifh-Biff Efreet	U2	35.00	25.00	12.00	2	
Island Fish Jasconius	U2	5.39	5.00	3.00	1	
Island of Wak-Wak	U2	40.00	35.00	28.00	3	
Jandor's Ring	U2	6.00	5.00	3.00	1	
Jandor's Saddlebags	U2	6.00	5.00	3.00	1	
Jeweled Bird	U3	5.00	4.00	3.00	1	
Jihad	U2	45.00	30.00	25.00	3	
Junún Efreet	U2	8.00	6.00	5.00	2	
Juzám Djinn	U2	175	150	125	5	
Khabál Ghoul	U3	35.00	28.00	20.00	3	1.00
King Suleiman	U2	20.00	15.00	10.00	2	
Kird Ape	C5	3.49	2.50	2.00	3	
Library of Alexandria	U3	125	100	80.00	5	
Magnetic Mountain	U3	5.00	4.49	3.00	1	
Merchant Ship	U3	7.00	5.00	4.00	1	
Mijae Djinn	U2	8.00	5.00	3.00	1	
Moorish Cavalry	C5	3.00	2.50	1.00	2	0.25
Mountain	C1	5.00	5.00	2.50	4	
Oasis	U4	4.00	3.00	2.00	1	0.59
Old Man of the Sea	U2	35.00	28.00	20.00	3	1.00
Oubliette	C4	5.00	3.75	2.00	1	
Pyramids	U2	20.00	20.00	12.00	2	
Repentant Blacksmith	U2	5.00	3.00	2.00	2	2.00
Ring of Márûf	U2	35.00	31.00	25.00	2	
Rukh Egg	C3	10.00	10.00	5.00	2	
Sandals of Abdallah	U3	10.00	5.00	4.00	2	
Serendib Djinn	U2	30.00	22.00	15.00	3	
Serendib Efreet	U2	30.00	25.00	5.00	4	
Shahrazad	U2	25.00	20.00	14.00	2	
Sindbad	U3	6.00	4.00	3.00	2	1.00
Singing Tree	U2	40.00	30.00	18.00	2	
Sorceress Queen	U3	8.00	8.00	5.00	2	
Stone-Throwing Devils	C4	5.00	4.00	3.00	2	
Unstable Mutation	C5	2.00	1.00	0.50	1	
Wyluli Wolf	C5	4.00	3.00	2.00	1	
Ydwen Efreet	U2	12.00	10.00	5.00	2	

ANTIQUITIES

Item		High	Med	Low	TR	+/-
Complete Set		$350	$350	$200	5	
Booster Pack		25.00	25.00	20.00	4	
Typical Common		1.00	0.50	0.25	1	
Argivian Archaeologist	U	$40.00	$30.00	$25.00	3	1.00
Armageddon Clock	U2	5.00	4.00	3.00	1	1.00
Ashnod's Altar	U2	3.00	2.00	1.00	1	
Ashnod's Battle Gear	U2	3.00	2.00	1.00	1	
Ashnod's Transmogrant	U3	3.00	1.50	1.00	1	0.11
Bronze Tablet	U	5.00	4.00	2.00	1	
Candelabra of Tawnos	U	45.00	35.00	28.00	3	
Citanul Druid	U3	4.00	3.00	2.00	1	
Clockwork Avian	U	5.00	4.00	3.00	1	
Colossus of Sardia	U	9.00	8.00	5.00	2	1.00
CoP: Artifacts	U3	5.00	5.00	3.00	1	
Coral Helm	U	4.00	4.00	3.00	1	1.00
Damping Field	U3	3.00	3.00	1.50	1	
Detonate	U3	3.00	3.00	1.00	1	0.31
Dwarven Weaponsmith	U3	3.00	2.00	1.00	1	
Energy Flux	U3	3.00	2.00	1.00	1	
Feldon's Cane	C	6.00	3.00	0.50	1	1.00
Gaea's Avenger	U	15.00	12.00	8.00	1	
Gate to Phyrexia	U3	4.00	3.00	2.50	1	
Goblin Artisans	U3	3.00	1.79	1.00	1	
Golgothian Sylex	U	7.49	5.00	4.00	1	
Haunting Wind	U3	4.00	3.00	2.00	1	
Hurkyl's Recall	U3	5.00	4.00	3.00	1	
Ivory Tower	U3	8.00	6.00	4.00	2	1.00
Jalum Tome	U2	4.50	4.00	3.00	2	0.67
Martyrs of Korlis	U3	5.00	3.00	3.00	1	
Mightstone	U3	4.00	3.00	3.00	2	
Millstone	U3	7.49	6.00	4.00	2	
Mishra's Factory (Fall)	U	8.00	8.00	5.00	3	
Mishra's Factory (Spr)	C	7.00	6.00	2.00	3	
Mishra's Factory (Smr)	U	8.00	6.00	5.00	3	2.00
Mishra's Factory (Wtr)	U	12.00	9.00	5.00	4	
Mishra's War Machine	U	4.00	3.00	3.00	1	
Mishra's Workshop	U	30.00	25.00	20.00	4	
Obelisk of Undoing	U	5.00	4.00	3.00	1	0.67
Onulet	U3	3.00	3.00	2.00	1	
Power Artifact	U3	4.00	3.00	3.00	1	
Powerleech	U3	4.00	3.00	3.00	1	
Primal Clay	U3	3.00	3.00	2.00	1	
Rakalite	U3	3.00	2.09	1.00	1	
Rocket Launcher	U3	4.00	3.00	3.00	2	
Shapeshifter	U	4.00	3.00	3.00	1	
Shatterstorm	U	4.00	3.00	3.00	1	
Strip Mine (Steps)	U	9.00	6.25	5.00	3	
Strip Mine (Small Tower)	U	8.00	6.00	5.00	3	
Strip Mine (Steps No Sky)	C	8.00	5.00	0.50	2	
Strip Mine (Steps Sky)	U	8.00	6.00	4.00	3	
Su-Chi	U3	5.00	4.00	3.00	2	
Tawnos's Coffin	U	23.99	20.00	15.00	2	
Tawnos's Wand	U3	3.00	1.50	1.00	1	0.29
Tawnos's Weaponry	U3	3.00	2.00	1.00	1	
Tetravus	U	6.00	5.00	3.00	2	
The Rack	U3	3.00	3.00	2.00	1	
Titania's Song	U3	4.00	3.00	2.00	1	
Transmute Artifact	U3	4.00	3.00	3.00	1	0.59
Triskelion	U	6.00	5.00	4.00	2	
Urza's Avenger	U	6.00	4.00	3.00	2	1.00
Urza's Miter	U	6.00	5.00	3.00	2	
Wall of Spears	U3	3.00	1.00	1.00	1	
Weakstone	U3	4.00	3.00	2.00	1	
Xenic Poltergeist	U3	4.00	3.00	2.00	1	
Yawgmoth Demon	U	8.00	6.00	4.00	1	

LEGENDS

Item		High	Med	Low	TR	+/-
Complete Set		$1,000	$1,000	$850	4	
Booster Display		1,000	1,000	975	5	
Booster Pack		45.00	40.00	29.95	5	
Typical Common		1.00	0.50	0.30	1	
Abomination	U	$3.00	$2.00	$1.95	1	
Acid Rain	R	23.00	17.50	10.00	2	0.50
Adun Oakenshield	R	12.00	10.00	7.50	2	
Adventurers' Guildhouse	U	3.00	2.50	2.00	1	
Ærathi Berserker	U	4.00	3.00	1.00	1	
Akron Legionnaire	R	8.00	6.00	4.50	1	
Al-abara's Carpet	R	10.00	9.00	4.00	2	
Alchor's Tomb	R	15.00	10.00	8.00	2	
All Hallow's Eve	R	35.00	30.00	15.00	3	
Angelic Voices	R	10.00	9.99	5.50	1	
Angus Mackenzie	R	12.00	10.00	5.00	2	
Arboria	U	5.00	4.00	3.00	1	
Arcades Sabboth	R	15.00	12.00	6.00	2	
Arena of the Ancients	R	7.50	6.00	4.00	2	
Axelrod Gunnarson	R	10.00	8.00	5.00	2	
Ayesha Tanaka	R	7.00	6.00	3.33	2	
Azure Drake	U	3.00	2.00	1.00	1	
Backdraft	U	4.00	3.00	2.00	1	
Backfire	U	3.00	2.50	1.00	1	0.50
Barktooth Warbeard	U	5.00	4.00	3.00	1	
Bartel Runeaxe	R	13.95	10.00	5.00	2	
Beasts of Bogardan	U	3.00	2.00	1.50	1	
Black Mana Battery	U	5.00	3.95	1.00	1	
Blight	U	3.00	2.00	2.00	1	
Blood Lust	U	4.00	3.00	2.00	1	
Blue Mana Battery	U	4.00	3.50	1.00	1	
Boris Devilboon	R	12.00	10.00	5.00	2	
Brine Hag	U	4.00	3.00	2.00	1	
Bronze Horse	R	7.00	6.00	5.00	1	
Carrion Ants	R	10.00	7.50	3.00	2	
Cathedral of Serra	U	3.00	3.00	2.00	1	
Caverns of Despair	R	10.00	10.00	7.50	1	
Chain Lightning	C2	5.36	3.50	2.50	2	
Chains of Mephistopheles	R	20.00	15.00	8.00	3	
Chromium	R	15.49	12.00	6.00	2	
Cleanse	R	18.00	15.00	8.00	2	
Cocoon	U	4.00	3.00	2.00	1	

NORTHEAST

FLIGHTS OF FANTASY

Maria Perry & Rich Oden

When a new English Pokémon set is released, sales drop considerably on previous expansions and on the Japanese version of that new set. *The prime reason English outsells Japanese consistently is simply the price difference. If all prices were equal, Japanese would outsell English just because the customer's guaranteed a foil in every pack! As far as we can tell, very few* ***Pokémon*** *customers actually play—the kids mostly collect.*

Few Magic players save their money for upcoming expansions. *Virtually all sales we make are impulse buys. There are a few die-hard collectors who are out to collect every* ***Magic*** *card—very few—mainly, my crowd plays. Most of my customers feel that sets come out way too often.*

Item		High	Med	Low	TR	+/-
Concordant Crossroads	R	9.00	7.00	5.00	2	
Cosmic Horror	R	7.00	6.00	4.00	1	
Craw Giant	U	6.00	4.00	1.00	1	
Crevasse	U	4.00	3.00	2.00	1	
Crimson Manticore	R	7.00	5.95	3.00	1	
Dakkon Blackblade	R	14.00	10.00	6.00	2	
Deadfall	U	3.00	3.00	2.00	1	
Demonic Torment	U	5.00	4.00	2.50	1	
Disharmony	R	10.00	8.00	4.00	2	
Divine Intervention	R	12.00	10.00	6.00	2	
Divine Transformation	R	8.00	6.00	3.00	2	
Dream Coat	U	3.00	3.00	2.00	1	
Dwarven Song	U	4.00	3.00	2.00	1	
Elder Land Wurm	R	8.00	7.00	5.00	1	
Elder Spawn	R	10.00	8.00	5.00	1	
Elven Riders	R	7.00	6.00	3.00	1	
Equinox	C	5.00	2.00	1.00	1	
Eternal Warrior	U	3.00	2.00	1.00	1	
Eureka	R	35.00	30.00	20.00	3	0.05
Evil Eye of Orms-by-Gore	U	5.00	4.00	3.00	2	
Fallen Angel	U	6.00	5.00	2.50	2	
Falling Star	R	10.00	10.00	8.00	2	
Field of Dreams	R	14.00	10.00	8.00	2	
Firestorm Phoenix	R	22.50	17.00	8.00	2	
Floral Spuzzem	U	4.00	3.00	3.00	1	
Forethought Amulet	R	10.00	9.50	5.00	2	
Fortified Area	U	3.00	2.00	2.00	1	
Frost Giant	U	4.00	3.00	1.00	1	
Gabriel Angelfire	R	10.00	7.00	5.00	2	
Gauntlets of Chaos	R	8.95	5.50	4.00	1	
Glyph of Life	C2	2.00	1.00	0.50	1	
Gosta Dirk	R	12.00	10.00	4.00	2	
Gravity Sphere	R	22.00	18.00	10.00	2	
Great Defender	U	3.59	3.00	2.00	1	
Great Wall	U	5.00	3.00	2.50	1	
Greater Realm of Pres.	U	6.00	4.50	2.00	1	0.50
Greed	R	8.00	6.00	5.00	1	
Green Mana Battery	U	5.00	4.00	3.00	1	
Gwendlyn Di Corci	R	15.00	10.00	5.00	3	
Halfdane	R	12.00	10.00	10.00	2	
Hammerheim	U2	4.25	3.00	2.00	2	
Hazezon Tamar	R	16.95	12.00	8.00	2	
Heaven's Gate	U	4.00	3.00	3.00	1	
Hellfire	R	18.95	15.00	9.00	2	
Hell's Caretaker	R	12.00	10.00	5.00	2	
Horn of Deafening	R	6.00	5.00	3.00	2	
Horror of Horrors	U	4.00	3.00	2.00	1	
Hunding Gjornersen	U	4.00	3.00	2.00	1	
Hyperion Blacksmith	U	3.00	3.00	2.00	1	
Ichneumon Druid	U	4.00	3.00	3.00	1	
Imprison	R	10.00	8.00	5.00	2	
In the Eye of Chaos	R	10.00	10.00	6.00	2	
Infernal Medusa	U	6.00	5.00	3.00	1	
Infinite Authority	R	12.00	10.00	5.00	2	
Invoke Prejudice	R	15.00	12.00	6.00	2	
Ivory Guardians	U	3.00	3.00	2.00	1	1.00
Jacques le Vert	R	12.00	10.00	8.00	2	
Jasmine Boreal	U	4.00	3.00	2.00	1	
Jedit Ojanen	U	5.00	4.00	3.00	1	
Jerrard of the Closed Fist	U	5.00	4.00	3.00	1	
Johan	R	10.00	8.00	5.00	2	
Jovial Evil	R	15.00	11.75	7.00	2	
Juxtapose	R	7.00	6.00	3.00	1	
Karakas	U2	5.00	3.00	2.00	2	
Kasimir the Lone Wolf	U	5.00	4.00	3.00	1	
Kei Takahashi	R	10.00	7.00	3.00	2	
Killer Bees	R	10.00	8.00	5.00	2	
Kismet	U	5.00	4.00	2.00	2	
Knowledge Vault	R	12.00	10.00	7.50	2	
Kobold Drill Sergeant	U	7.75	5.50	3.00	1	
Kobold Overlord	R	12.00	10.00	6.00	2	
Kobold Taskmaster	U	8.00	5.50	3.00	1	
Kry Shield	U	5.00	4.00	3.00	1	
Lady Caleria	R	10.00	10.00	5.00	2	
Lady Evangela	R	12.00	10.00	7.00	2	
Lady Orca	U	5.00	4.00	3.00	1	
Land Equilibrium	R	16.00	13.00	7.00	2	
Land Tax	U	8.25	6.75	3.00	3	
Land's Edge	R	10.00	8.00	5.00	2	
Lesser Werewolf	U	5.00	4.00	3.00	1	
Life Chisel	U2	5.00	4.00	3.00	1	
Life Matrix	R	10.00	10.00	7.00	2	
Lifeblood	R	12.00	10.00	7.50	2	
Living Plane	R	25.00	20.00	10.00	2	
Livonya Silone	R	15.00	12.00	8.00	2	
Lord Magnus	U	4.49	4.00	3.00	1	
Mana Drain	U	40.00	35.00	18.00	4	
Mana Matrix	R	12.00	10.00	7.00	2	
Marble Priest	U	5.00	4.00	3.00	1	
Marhault Elsdragon	U	5.00	4.00	2.50	1	
Master of the Hunt	R	23.95	18.00	12.00	2	
Mirror Universe	R	80.00	72.50	50.00	4	
Moat	R	50.00	42.25	30.00	4	2.25
Mold Demon	R	10.00	8.00	5.00	1	
Mountain Stronghold	U	5.00	3.00	2.00	1	
Mountain Yeti	U	5.00	2.69	2.00	1	
Nebuchadnezzar	R	10.00	9.00	7.00	2	
Nether Void	R	40.00	30.00	18.00	4	
Nicol Bolas	R	18.00	12.00	5.00	3	
North Star	R	12.95	10.00	8.50	2	
Nova Pentacle	R	15.00	12.00	8.00	2	
Palladia-Mors	R	15.00	10.00	6.00	3	
Part Water	U	4.00	3.00	2.00	1	
Pavel Maliki	U	4.00	3.00	1.00	1	
Pendelhaven	U2	5.00	4.00	3.00	2	
Petra Sphinx	R	8.00	6.00	5.00	1	
Pit Scorpion	C2	8.00	2.00	0.75	1	
Pixie Queen	R	12.00	4.00	1.00	2	1.00
Planar Gate	R	13.50	10.00	5.00	2	
Pradesh Gypsies	U	3.00	2.00	1.00	1	
Presence of the Master	U	7.00	5.00	4.00	1	
Primordial Ooze	U	3.00	2.00	1.00	1	
Princess Lucrezia	U	4.00	3.00	2.00	1	
Psionic Entity	R	8.00	6.00	3.00	1	1.00
Psychic Purge	C	1.49	1.00	0.50	1	
Puppet Master	U	4.00	3.00	2.00	1	
Quagmire	U	3.00	3.00	2.00	1	
Quarum Trench Gnomes	R	11.99	10.00	4.00	2	
Rabid Wombat	U	5.00	4.00	2.50	1	
Radjan Spirit	U	3.00	2.00	2.00	1	
Ragnar	R	10.00	8.00	6.00	2	
Ramirez DePietro	U	5.00	4.00	3.00	1	
Ramses Overdark	R	15.00	12.00	8.00	2	
Rapid Fire	R	10.00	10.00	6.00	2	2.00
Rasputin Dreamweaver	R	12.00	10.00	5.00	2	
Rebirth	R	8.00	6.00	4.00	1	
Recall	R	12.00	10.00	4.00	2	1.00
Red Mana Battery	U	4.00	3.50	2.00	1	
Reincarnation	U	3.00	3.00	1.00	1	
Relic Barrier	U2	5.00	4.00	1.00	2	
Relic Bind	U	4.00	3.00	2.00	1	
Reset	U	7.00	4.50	2.50	1	0.50
Revelation	R	10.00	6.00	5.00	1	
Reverberation	R	14.95	10.00	5.00	2	
Righteous Avengers	U	5.00	4.00	3.00	1	
Ring of Immortals	R	12.00	10.00	7.00	2	
Riven Turnbull	U	4.00	3.00	1.00	1	
Rohgahh of Kher Keep	R	15.00	12.00	8.00	2	2.00
Rubinia Soulsinger	R	10.00	7.50	4.00	2	
Sea King's Blessing	U	4.00	3.00	2.00	1	
Seafarers' Quay	U	4.00	3.00	2.00	1	
Seeker	U	4.00	3.00	2.00	1	
Segovian Leviathan	U	3.00	2.00	1.00	1	
Sentinel	R	8.00	5.95	3.00	1	0.95
Serpent Generator	R	10.00	8.00	4.00	1	
Shield Wall	U	3.00	2.00	1.00	1	
Shimian Night Stalker	U	3.00	2.50	2.00	1	
Silhouette	U	5.00	3.89	3.00	1	
Sir Shandlar of Eberyn	U	4.00	3.00	2.00	1	
Sivitri Scarzam	U	4.00	3.99	2.50	1	
Sol'kanar, Swamp King	R	14.00	10.00	5.00	3	
Spectral Cloak	U	8.00	5.00	2.00	1	
Spinal Villain	R	15.00	12.00	8.00	2	
Spirit Link	U	7.00	6.00	5.00	2	
Spiritual Sanctuary	R	10.00	10.00	7.00	2	
Stangg	R	9.00	7.00	4.00	2	
Storm Seeker	U	6.00	4.00	2.00	1	
Storm World	R	12.00	10.00	7.50	2	
Sunastian Falconer	U	4.00	3.00	2.00	1	
Sword of the Ages	R	30.00	25.00	12.00	3	
Sylvan Library	U	8.00	7.00	4.50	3	
Sylvan Paradise	U	5.00	4.00	3.00	1	
Syphon Soul	C2	2.00	1.50	1.00	1	
Takklemaggot	U	5.00	3.00	2.00	1	
Telekinesis	R	12.00	10.00	7.00	2	
Teleport	R	8.00	6.00	3.00	1	
Tempest Efreet	R	8.00	6.00	3.00	1	
Tetsuo Umezawa	R	18.00	12.00	10.00	2	
The Abyss	R	60.00	50.00	40.00	4	
The Lady of the Mountain	U	4.49	4.00	2.00	1	
The Tabernacle at Pendrell Vale	R	25.00	20.00	12.00	4	
The Wretched	R	15.00	10.00	7.00	2	
Thunder Spirit	R	25.00	22.00	15.00	3	
Time Elemental	R	15.00	10.00	8.50	2	
Tobias Andrion	U	5.00	4.00	2.50	1	1.00
Tolaria	U2	4.29	3.95	2.50	2	
Tor Wauki	U	4.00	3.00	2.00	1	
Torsten von Ursus	U	4.00	3.00	2.00	1	
Touch of Darkness	U	3.99	3.00	2.00	1	
Triassic Egg	R	8.00	6.00	2.00	1	
Tuknir Deathlock	R	10.00	10.00	6.00	2	
Typhoon	R	10.00	9.00	6.00	2	1.00
Undertow	U	4.00	3.00	3.00	1	
Underworld Dreams	U	25.99	25.00	15.00	3	
Unholy Citadel	U	4.00	3.00	2.00	1	
Untamed Wilds	U	3.00	3.00	2.00	1	
Urborg	U2	5.00	4.00	3.00	2	
Ur-Drago	R	12.00	10.00	5.00	2	
Vaevictis Asmadi	R	15.49	12.00	6.00	2	
Visions	U	3.00	2.50	1.00	1	
Voodoo Doll	R	8.00	6.00	3.00	1	
Wall of Dust	U	3.00	2.00	1.00	1	
Wall of Light	U	3.00	3.00	1.00	1	
Wall of Opposition	R	8.00	5.00	3.00	1	
Wall of Putrid Flesh	U	4.29	3.00	3.00	1	1.00
Wall of Tombstones	U	3.00	3.00	2.00	1	
Wall of Wonder	U	3.00	2.00	1.00	1	
Whirling Dervish	U	5.00	4.00	2.00	2	
White Mana Battery	U	5.00	4.00	3.00	1	
Willow Satyr	R	10.00	8.00	5.00	2	1.00
Winds of Change	U	5.00	4.00	3.00	1	
Winter Blast	R	8.00	5.50	3.00	1	
Wood Elemental	R	10.00	8.00	4.00	1	
Xira Arien	R	10.00	7.00	6.00	2	

EMERAL CITY COMICS

Stuart Bracken

NORTHWEST

***The release of a new Pokémon set has no effect on our sales of previous sets*—Pokémon is always sold out. We can't get enough product to meet the demand.**

***My customers don't budget for the upcoming Magic expansion;** they wait until it actually arrives. Sales of sets other than the latest one are always slow, and sales in general don't change until a set is actually released. Some customers do grumble about how often **Magic** expansions are released, but not too much.*

THE DARK

Item		High	Med	Low	TR	+/-
Complete Set		$200	$200	$95.00	3	
Booster Display		500	300	300	4	
Booster Pack		9.99	8.00	6.00	3	
Typical Common		0.25	0.25	0.20	1	
Amnesia	U2	$4.00	$3.00	$2.00	3	
Angry Mob	U2	3.00	2.00	1.00	1	
Apprentice Wizard	U	3.00	2.00	1.00	1	
Ashes to Ashes	C3	0.50	0.25	0.20	1	
Ball Lightning	U	12.00	12.00	10.00	4	
Banshee	U2	2.00	1.50	1.00	1	
Barl's Cage	U	3.00	2.00	2.00	1	
Blood Moon	U	5.00	4.00	2.00	2	0.50
Blood of the Martyr	U2	2.00	1.50	1.00	1	
Bog Rats	C3	0.35	0.25	0.20	1	
Bone Flute	U2	2.00	1.50	1.00	1	
Book of Rass	U2	2.00	1.50	1.00	1	
Brainwash	C3	0.35	0.25	0.20	1	
Brothers of Fire	U2	2.00	1.00	0.50	1	
Cave People	U2	2.00	1.39	0.75	1	0.11
City of Shadows	U	4.00	3.00	2.00	1	
Cleansing	U	3.50	3.00	2.00	1	
Coal Golem	U2	2.00	1.50	1.00	1	0.50
Curse Artifact	U2	2.00	1.50	1.00	1	0.29
Dance of Many	U	3.00	3.00	2.00	1	
Dark Heart of the Wood	C3	0.35	0.25	0.20	1	
Dark Sphere	U2	2.00	2.00	1.00	1	
Diabolic Machine	U2	2.00	1.50	1.00	1	
Drowned	C3	0.29	0.25	0.20	1	
Dust to Dust	C3	0.39	0.25	0.20	1	
Eater of the Dead	U2	3.00	2.00	2.00	1	
Electric Eel	U2	2.00	1.00	1.00	1	
Elves of Deep Shadow	U2	3.00	2.00	1.50	1	
Eternal Flame	U	3.95	2.50	2.00	1	0.50
Exorcist	U	7.50	4.00	3.00	1	0.25
Fasting	U2	2.00	1.50	1.00	1	
Fellwar Stone	U2	3.00	2.00	2.00	1	
Festival	C3	0.49	0.25	0.20	1	
Fire and Brimstone	U2	2.00	1.50	1.00	1	
Fire Drake	U2	2.00	1.50	1.00	1	
Fissure	C3	0.50	0.25	0.20	1	
Flood	U2	2.00	1.00	0.89	1	
Fountain of Youth	U2	3.00	2.00	1.00	1	
Frankenstein's Monster	U	6.00	4.50	3.00	1	
Gaea's Touch	C3	0.35	0.25	0.20	1	
Ghost Ship	C3	0.50	0.25	0.20	1	
Goblin Caves	C3	0.35	0.25	0.20	1	
Goblin Hero	C3	0.35	0.25	0.20	1	
Goblin Wizard	U2	5.00	3.50	2.00	1	
Grave Robbers	U	3.50	3.00	2.00	1	
Hidden Path	U	4.49	3.00	2.00	1	
Inferno	U	4.00	3.00	2.00	1	
Knights of Thorn	U	4.00	3.00	2.00	1	
Leviathan	U	6.00	5.00	4.00	2	
Living Armor	U2	2.00	1.00	0.50	1	
Lurker	U	3.00	3.00	2.00	1	
Mana Clash	U	3.00	2.50	2.00	1	
Mana Vortex	U	4.00	3.00	2.00	1	
Martyr's Cry	U	3.00	2.95	2.00	1	
Maze of Ith	C	10.00	8.00	3.50	3	
Merfolk Assassin	U2	4.00	3.00	2.00	1	
Mind Bomb	U	2.79	2.00	1.50	1	
Nameless Race	U	4.00	3.00	2.00	1	
Necropolis	U2	2.00	2.00	1.00	1	
Niall Silvain	U	3.00	3.00	2.00	1	
Orc General	U2	3.00	2.00	1.00	1	
People of the Woods	U2	2.00	2.00	1.50	1	
Preacher	U	10.00	8.00	5.00	2	0.25
Psychic Allergy	U	4.50	3.00	2.00	1	
Rag Man	U	4.00	2.50	2.00	1	
Reflecting Mirror	U2	3.00	2.00	2.00	2	
Runesword	U2	2.00	2.00	1.00	1	
Safe Haven	U	3.95	3.00	2.00	1	
Scarecrow	U2	3.00	2.00	2.00	1	
Scarwood Bandits	U	4.00	3.00	2.00	1	
Scarwood Hag	U2	2.19	2.00	1.00	1	
Scavenger Folk	C3	0.35	0.25	0.20	1	
Season of the Witch	U	4.00	3.00	2.00	1	
Sisters of the Flame	U2	2.00	1.00	0.89	1	
Skull of Orm	U2	4.00	3.00	2.00	1	
Sorrow's Path	U	3.00	2.50	2.00	1	0.50
Spitting Slug	U2	2.00	1.50	1.00	2	
Standing Stones	U2	2.00	2.00	1.00	1	
Stone Calendar	U	5.00	3.00	2.00	1	
Sunken City	C3	0.35	0.25	0.20	1	
Tangle Kelp	U2	2.00	1.00	1.00	1	0.39
The Fallen	U2	2.50	2.00	1.00	1	
Tivadar's Crusade	U2	2.00	2.00	1.00	1	
Tormod's Crypt	U2	2.00	2.00	1.00	2	
Tower of Coireall	U2	2.00	1.95	1.00	1	0.05
Tracker	U	5.00	4.00	2.00	2	
Uncle Istvan	U2	2.69	2.00	1.00	1	
Wand of Ith	U2	3.00	2.50	2.00	1	
War Barge	U2	3.00	2.00	2.00	1	
Whippoorwill	U2	2.00	2.00	1.00	1	
Witch Hunter	U	4.50	3.00	2.00	1	
Word of Binding	C3	0.35	0.25	0.20	1	
Worms of the Earth	U	4.00	2.50	2.00	1	
Wormwood Treefolk	U	4.00	3.00	2.00	1	

FALLEN EMPIRES

Item		High	Med	Low	TR	+/-
Complete Set		$55.00	$50.00	$35.00	2	
Booster Display		75.00	70.00	65.00	2	5.00
Booster Pack		1.50	1.50	1.45	1	
Typical Common		0.25	0.10	0.10	1	
Aeolipile	U	$2.00	$1.00	$1.00	1	
Balm of Restoration	U	2.00	1.00	0.75	1	
Bottomless Vault	U	3.00	2.00	1.00	1	
Breeding Pit	U3	2.01	2.00	1.00	1	
Conch Horn	U	1.29	1.00	0.80	1	
Deep Spawn	U3	1.00	1.00	0.50	1	
Delif's Cube	U	1.25	1.00	1.00	1	
Derelor	U1	2.50	1.50	1.00	2	0.50
Draconian Cylix	U	2.00	1.00	1.00	1	
Dwarven Armorer	U	1.80	1.00	1.00	1	
Dwarven Catapult	U3	1.00	1.00	0.50	1	
Dwarven Hold	U	3.00	2.00	1.00	1	
Dwarven Lieutenant	U3	1.00	1.00	0.50	1	
Dwarven Ruins	U2	1.29	1.00	0.80	1	
Ebon Praetor	U1	2.75	2.00	1.00	1	
Ebon Stronghold	U2	1.29	1.00	1.00	1	
Elven Lyre	U	2.00	1.00	0.75	1	
Elvish Farmer	U	2.25	2.00	1.00	1	
Farrelite Priest	U3	1.00	1.00	0.50	1	
Farrel's Mantle	U3	1.00	1.00	0.50	1	0.11
Feral Thallid	U3	1.20	1.00	0.75	1	
Fungal Bloom	U	3.00	2.00	1.00	1	
Goblin Flotilla	U	2.00	1.00	1.00	1	
Goblin Kites	U3	1.00	1.00	0.50	1	
Goblin Warrens	U	3.00	2.00	1.00	1	0.50
Hand of Justice	U	5.00	4.00	1.00	1	0.25
Havenwood Battleground	U2	1.29	1.00	1.00	1	
Heroism	U3	1.00	1.00	0.50	1	
Hollow Trees	U	3.00	2.00	1.00	1	
Homarid Shaman	U	2.00	1.00	0.89	1	
Homarid Spawning Bed	U3	1.00	1.00	0.50	1	
Icatian Lieutenant	U	2.00	1.00	1.00	1	
Icatian Phalanx	U3	1.00	1.00	0.50	1	
Icatian Priest	U3	1.00	1.00	0.50	1	
Icatian Skirmishers	U	2.00	1.00	1.00	1	
Icatian Store	U	3.00	2.00	1.00	1	
Icatian Town	U	3.00	2.00	1.00	1	
Implements of Sacrifice	U	1.50	1.00	1.00	1	
Orcish Captain	U3	1.00	1.00	0.50	1	
Orgg	U	3.00	2.00	1.00	2	
Raiding Party	U3	1.00	1.00	0.50	1	
Rainbow Vale	U	2.50	2.00	1.00	1	
Ring of Renewal	U	2.00	1.00	1.00	1	0.25
River Merfolk	U	2.00	1.25	1.00	1	
Ruins of Trokair	U2	1.29	1.00	1.00	1	
Sand Silos	U	3.00	2.00	1.00	1	
Seasinger	U3	1.79	1.00	1.00	1	
Soul Exchange	U3	1.00	1.00	0.50	1	
Spirit Shield	U	2.00	1.00	1.00	1	
Spore Flower	U3	1.00	1.00	0.50	1	
Svyelunite Priest	U3	1.00	1.00	0.50	1	
Svyelunite Temple	U2	1.29	1.00	1.00	1	
Thallid Devourer	U3	1.00	1.00	0.75	1	
Thelonite Druid	U3	1.39	1.00	0.75	1	
Thelonite Monk	U	2.00	1.25	1.00	1	
Thelon's Chant	U3	1.00	1.00	0.50	1	
Thelon's Curse	U	2.00	1.00	1.00	1	
Thrull Champion	U1	3.00	2.00	1.00	1	
Thrull Retainer	U3	1.00	1.00	0.50	1	
Thrull Wizard	U3	1.00	1.00	0.50	1	
Tidal Influence	U3	1.00	1.00	0.50	1	
Tourach's Chant	U3	1.00	1.00	0.50	1	
Tourach's Gate	U1	2.00	1.00	1.00	1	
Vodalian Knights	U	3.00	2.00	1.00	1	
Vodalian War Machine	U	2.00	1.00	1.00	1	
Zelyon Sword	U	1.75	1.00	1.00	1	

ICE AGE

Item		High	Med	Low	TR	+/-
Complete Set		$250	$200	$120	3	
Booster Display		100	99.99	93.00	4	
Booster Pack		3.09	3.00	2.95	3	
Starter Display		100	89.99	80.00	4	
Starter Deck		10.00	9.95	8.95	3	0.95
Typical Common		0.25	0.15	0.10	0	
Abyssal Specter	U	$1.50	$1.00	$1.00	1	
Adarkar Sentinel	U	1.00	1.00	0.50	1	
Adarkar Wastes	R	6.00	5.00	4.00	4	
Aegis of the Meek	R	3.00	3.00	2.00	1	

The Shop That is Not To Be Named

HASTUR HOBBIES

Featuring a hUGE selection of Magic, Mythos, Star Wars, Star Trek, and other CCGs.

WE HAVE WHAT YOU WANT

Visit our website or call us for current prices and availability.

www.xmission.com/~hastur

Phone: (801) 467-9814
Fax: (801) 485-4997
Email: hastur@xmission.com
Salt Lake City, Utah 84106

DISCOVER VISA Specializing in Intl. and Domestic Mail Orders MasterCard AMERICAN EXPRESS Card

---

AMERICAN EXPRESS Card MasterCard

STAR CITY COMICS & GAMES

DISCOVER VISA

5623 Williamson Road, NW • Roanoke, Virginia 24012
ph: (540) 362-4400 • fax: (540) 265-0544
e-mail: Outpost1@starcityccg.com

www.starcityccg.com

Specializing in MAGIC The Gathering® singles

MAGIC The Gathering®

T-Shirts
& Apparel

www.mtgtees.com
1-888-MTG-TEES

THUNDER & LIGHTNING™ CARDS, INTERNATIONAL
THE SUPERSTORE FOR COLLECTIBLE CARD GAMES!!!

ESTABLISHED 1988 THUNDER & LIGHTNING CARDS INTERNATIONAL™

Boxes/Packs/Decks | Single Cards | Accessories/Supplies

FREE SHIPPING

For orders over $50 (USD)
Certain restrictions apply
Please call for details

POKéMON TRADING CARD GAME

MAGIC The Gathering®

STAR WARS® CUSTOMIZABLE CARD GAME

How to reach us:

Telephone/Catalog: 323-341-5600
Fax: 323-341-5611 (24-Hours)
International: 323-341-5600
Email: tlgaming@aol.com

Web site:

www.tlcards.com
Now with Secure Online Ordering

Mailing Address:
P.O. Box 41-1148
Los Angeles, CA 90041

We accept: Checks, Money Orders, AMEX and

VISA DISCOVER MasterCard

L.A.'S BIGGEST GAMING AREA!

Full selection of out-of-print products, sets, supplies and accessories available

Visit our retail store located at:

1716 COLORADO BLVD.
LOS ANGELES, CA 90041
(LA RODA AND MT. ROYAL)

DCI

DAILY GAME PLAY
SANCTIONED TOURNAMENTS

Prices are subject to change • No cancellations on pre-orders • All sales are final

IVORY & STEEL

Jason Lewis

SOUTH

***When the latest Pokémon set is released, demand for the other sets slows a bit,** but it's still high in demand for those looking to complete sets and the few remaining new players. Japanese cards are more of a novelty than anything else. All my players play with English **Pokémon** cards. Very few of them have enough Japanese cards to create a full deck.*

***Most customers continue to spend their money on previous Magic expansions,** but their buying habits gradually taper off between sets. They would rather save their money to see the cards of the new release. Most of my customers feel there are too many sets coming out too quickly. The number of cards they must get to stay current overwhelms them.*

Item		High	Med	Low	TR	+/-
Aggression	U	1.00	1.00	0.50	1	
Altar of Bone	R	3.00	3.00	2.00	1	
Amulet of Quoz	R	3.00	3.00	2.00	1	
Anarchy	U	1.00	1.00	0.75	1	
Arcum's Sleigh	U	1.00	1.00	0.50	1	
Arcum's Weathervane	U	1.00	1.00	0.50	1	
Arcum's Whistle	U	1.00	1.00	0.50	1	
Ashen Ghoul	U	1.00	1.00	0.75	1	
Avalanche	U	1.00	1.00	0.50	1	
Balduvian Conjurer	U	1.00	1.00	0.50	1	0.20
Balduvian Hydra	R	4.50	4.00	3.00	1	
Baton of Morale	U	1.00	1.00	0.50	1	
Battle Cry	U	1.00	1.00	0.50	1	
Binding Grasp	U	1.00	1.00	0.75	1	
Black Scarab	U	1.00	1.00	0.50	1	
Blinking Spirit	R	6.79	5.00	4.00	2	
Blizzard	R	3.00	3.00	2.50	1	
Blue Scarab	U	1.00	1.00	0.50	1	
Brand of Ill Omen	R	4.00	3.00	2.50	1	
Breath of Dreams	U	1.00	1.00	0.50	1	
Brushland	R	5.50	5.00	4.00	3	
Call to Arms	R	4.00	3.00	2.50	1	
Caribou Range	R	4.00	3.00	3.00	1	
Celestial Sword	R	3.00	3.00	2.00	1	
Centaur Archer	U	1.00	1.00	0.50	1	
Chaos Lord	R	4.00	3.00	3.00	1	
Chaos Moon	R	3.00	3.00	2.50	1	
Chromatic Armor	R	4.00	3.00	2.50	1	
Cold Snap	U	1.00	0.80	0.50	1	0.05
Conquer	U	1.00	1.00	0.50	1	
Crown of the Ages	R	4.00	3.00	3.00	1	
Curse of Marit Lage	R	4.00	3.00	2.00	1	
Dance of the Dead	U	1.00	1.00	0.75	1	
Deflection	R	8.00	6.00	4.00	3	
Demonic Consultation	U	1.00	1.00	0.50	1	
Despotic Scepter	R	4.00	3.00	2.50	1	
Diabolic Vision	U	1.00	1.00	0.50	1	
Dread Wight	R	3.59	3.00	2.50	1	
Dreams of the Dead	U	1.00	1.00	0.50	1	
Drift of the Dead	U	1.00	1.00	0.50	1	
Drought	U	1.00	1.00	0.50	1	
Dwarven Armory	R	3.59	3.00	2.50	1	
Earthlink	R	3.00	3.00	2.50	1	
Elder Druid	R	4.00	3.00	3.00	1	
Elemental Augury	R	4.00	3.00	2.50	1	
Elkin Bottle	R	4.00	3.00	2.50	1	
Enduring Renewal	R	5.95	5.00	3.00	2	
Energy Storm	R	4.00	3.00	3.00	1	
Essence Vortex	U	1.00	1.00	0.50	1	
Fanatical Fever	U	1.00	1.00	0.50	1	
Fiery Justice	R	3.59	3.00	2.50	1	
Fire Covenant	U	1.00	1.00	0.50	1	
Flame Spirit	U	1.00	1.00	0.50	1	
Flooded Woodlands	R	4.00	3.00	2.50	1	
Flow of Maggots	R	3.75	3.00	2.00	1	
Forbidden Lore	R	3.29	3.00	2.50	1	
Force Void	U	1.00	1.00	0.50	1	
Forgotten Lore	U	1.00	1.00	0.50	1	
Formation	R	3.00	3.00	2.00	1	
Freyalise Supplicant	U	1.00	1.00	0.50	1	
Freyalise's Charm	U	1.00	1.00	0.50	1	
Freyalise's Wind	R	4.00	3.00	2.50	1	
Fumarole	U	1.00	1.00	0.50	1	
Fyndhorn Bow	U	1.00	1.00	0.50	1	
Fyndhorn Elder	U	1.00	1.00	0.50	1	
Fyndhorn Pollen	R	3.00	3.00	2.00	1	
Game of Chaos	R	4.00	3.00	2.50	1	
General Jarkeld	R	4.00	3.00	3.00	1	
Ghostly Flame	R	4.00	3.00	3.00	1	
Giant Trap Door Spider	U	1.00	1.00	0.50	1	
Glacial Chasm	U	1.00	1.00	0.50	1	
Glacial Crevasses	R	3.00	3.00	2.50	1	
Glacial Wall	U	1.00	1.00	0.50	1	
Glaciers	R	3.00	3.00	2.50	1	
Goblin Lyre	R	3.00	3.00	2.00	1	
Goblin Mutant	U	1.00	1.00	0.50	1	
Goblin Snowman	U	1.00	1.00	0.50	1	
Gravebind	R	3.00	3.00	2.00	1	
Green Scarab	U	1.00	1.00	0.50	1	
Hallowed Ground	U	1.00	1.00	0.50	1	
Halls of Mist	R	4.00	3.00	2.00	1	
Hecatomb	R	5.00	5.00	3.00	2	
Hematite Talisman	U	1.00	1.00	0.50	1	
Hipparion	U	1.00	1.00	0.50	1	
Hot Springs	R	3.00	3.00	2.50	1	
Hurricane	U	1.00	1.00	0.50	1	
Hyalopterous Lemure	U	1.00	1.00	0.50	1	
Hymn of Rebirth	U	1.00	1.00	0.50	1	
Ice Cauldron	R	4.00	3.00	3.00	1	
Ice Floe	U	1.00	1.00	0.50	1	
Iceberg	U	1.00	1.00	0.50	1	
Icequake	U	1.00	1.00	1.00	1	
Icy Manipulator	U	8.00	6.00	3.50	2	
Icy Prison	R	4.00	3.00	2.50	1	
Illusionary Presence	R	3.59	3.00	2.50	1	
Illusionary Terrain	U	1.00	1.00	0.50	1	
Illusions of Grandeur	R	4.00	3.00	3.00	1	
Infernal Darkness	R	4.00	3.00	2.50	1	
Infernal Denizen	R	4.00	3.00	2.50	1	
Infinite Hourglass	R	4.00	3.00	2.50	1	
Jester's Cap	R	18.99	12.00	10.00	4	
Jester's Mask	R	8.50	7.00	5.00	2	
Jeweled Amulet	U	1.00	1.00	0.50	1	
Johtull Wurm	U	1.00	1.00	0.50	1	
Jokulhaups	R	6.00	5.00	4.50	3	
Justice	U	1.00	1.00	0.95	1	
Karplusan Forest	R	6.00	5.00	3.50	3	
Karplusan Giant	U	1.00	1.00	0.50	1	
Karplusan Yeti	R	4.00	3.00	2.50	1	
Kjeldoran Elite Guard	U	1.00	1.00	0.50	1	
Kjeldoran Frostbeast	U	1.00	1.00	0.50	1	
Kjeldoran Knight	R	3.59	3.00	2.50	1	
Kjeldoran Phalanx	R	3.00	3.00	2.50	1	
Kjeldoran Royal Guard	R	4.00	3.00	3.00	1	
Kjeldoran Skycaptain	U	1.00	1.00	0.50	1	
Knight of Stromgald	U	1.00	1.00	0.75	1	
Krovikan Elementalist	U	1.00	1.00	0.50	1	
Krovikan Vampire	U	1.00	1.00	0.75	1	
Land Cap	R	4.00	3.00	2.50	1	
Lapis Lazuli Talisman	U	1.00	1.00	0.50	1	
Lava Tubes	R	4.00	3.00	2.50	1	
Leshrac's Rite	U	1.00	1.00	0.50	1	
Leshrac's Sigil	U	1.00	1.00	0.50	1	
Lhurgoyf	R	7.00	6.00	4.00	4	
Lightning Blow	R	3.00	3.00	2.00	1	
Lim-Dûl's Hex	U	1.00	1.00	0.50	1	
Lost Order of Jarkeld	R	4.00	3.00	2.50	1	
Lure	U	1.00	1.00	0.50	1	
Maddening Wind	U	1.00	1.00	0.50	1	
Magus of the Unseen	R	4.00	3.00	3.00	1	
Malachite Talisman	U	1.00	1.00	0.50	1	
Márton Stromgald	R	5.00	4.00	3.00	1	
Melee	U	1.00	1.00	0.50	1	
Melting	U	1.00	1.00	0.50	1	
Mercenaries	R	3.00	3.00	2.00	1	
Merieke Ri Berit	R	4.00	3.00	3.00	1	
Mesmeric Trance	R	3.19	3.00	2.50	1	
Mind Warp	U	1.00	1.00	0.50	1	
Mind Whip	R	3.00	3.00	2.50	1	
Minion of Leshrac	R	5.00	4.00	3.00	1	
Minion of Tevesh Szat	R	4.25	3.00	3.00	1	1.00
Mole Worms	U	1.00	1.00	0.50	1	
Monsoon	R	4.00	3.00	2.50	1	
Mountain Titan	R	3.00	3.00	2.50	1	
Mudslide	R	3.00	3.00	2.00	1	
Musician	R	4.00	3.00	2.50	1	
Mystic Might	R	4.00	3.00	2.50	1	
Nacre Talisman	U	1.00	1.00	0.50	1	
Naked Singularity	R	4.00	3.00	3.00	1	
Nature's Lore	U	1.00	1.00	0.50	1	
Necropotence	R	7.00	6.79	6.00	4	
Oath of Lim-Dûl	R	4.00	3.00	2.50	1	
Onyx Talisman	U	1.00	1.00	0.50	1	
Orcish Cannoneers	U	1.00	1.00	0.50	1	
Orcish Healer	U	1.00	1.00	0.50	1	
Orcish Librarian	R	3.00	3.00	2.00	1	
Orcish Squatters	R	4.00	3.00	3.00	1	
Order of the Sacred Torch	R	4.00	3.00	3.00	1	
Order of the White Shield	U	1.00	1.00	0.75	1	
Pale Bears	R	4.00	3.00	2.50	1	
Pentagram of the Ages	R	4.00	3.00	3.00	1	
Phantasmal Mount	U	1.00	1.00	0.50	1	
Pit Trap	U	1.00	1.00	0.50	1	
Polar Kraken	R	6.50	5.00	4.00	2	
Pox	R	5.00	4.00	3.00	3	
Pygmy Allosaurus	R	4.00	3.00	2.50	1	
Pyroclasm	U	1.00	1.00	0.75	1	
Reality Twist	R	4.00	3.00	2.50	1	
Reclamation	R	3.00	3.00	2.50	1	
Red Scarab	U	1.00	1.00	0.50	1	
Ritual of Subdual	R	4.00	3.00	2.50	1	
River Delta	R	4.00	3.00	2.50	1	
Runed Arch	R	4.00	3.00	2.50	1	
Sacred Boon	U	1.00	1.00	0.50	1	
Sea Spirit	U	1.00	1.00	0.50	1	
Seraph	R	7.00	5.00	3.00	2	
Shield of the Ages	U	1.00	1.00	0.50	1	
Shyft	R	4.00	3.00	2.50	1	
Sibilant Spirit	R	5.00	4.00	3.00	1	0.50
Silver Erne	U	1.00	1.00	0.50	1	
Skeleton Ship	R	4.00	3.00	3.00	1	
Skull Catapult	U	1.00	1.00	0.50	1	
Sleight of Mind	U	1.00	1.00	1.00	1	
Snow Fortress	R	4.00	3.00	2.50	1	
Snow Hound	U	1.00	1.00	0.50	1	
Snowblind	R	3.00	3.00	2.00	1	
Soldevi Golem	R	3.00	3.00	2.00	1	
Soldevi Machinist	U	1.00	1.00	0.50	1	
Soldevi Simulacrum	U	1.00	1.00	0.50	1	
Soul Barrier	U	1.00	1.00	0.50	1	
Spectral Shield	U	1.00	1.00	0.50	1	
Spoils of Evil	R	4.00	3.00	2.50	1	
Spoils of War	R	4.00	3.00	2.50	1	
Staff of the Ages	R	4.00	3.00	2.00	1	
Stampede	R	4.00	3.00	2.50	1	
Stench of Evil	U	1.00	1.00	0.50	1	
Stone Spirit	U	1.00	1.00	0.50	1	
Storm Spirit	R	4.00	3.00	3.00	1	
Stormbind	R	5.00	4.00	3.00	3	
Stromgald Cabal	R	4.00	3.00	3.00	1	
Stunted Growth	R	4.00	3.00	3.00	1	
Sulfurous Springs	R	5.00	5.00	4.00	3	
Sunstone	U	1.00	1.00	0.50	1	
Swords to Plowshares	U	1.00	1.00	1.00	1	
Thermokarst	U	1.50	1.00	0.75	1	
Thoughtleech	U	1.00	1.00	0.50	1	
Thunder Wall	U	1.00	1.00	0.50	1	
Timberline Ridge	R	4.00	3.00	2.50	1	
Time Bomb	R	4.00	3.00	3.00	1	
Total War	R	3.00	3.00	2.00	1	
Touch of Vitae	U	1.00	1.00	0.50	1	
Trailblazer	R	3.00	3.00	2.00	1	
Underground River	R	5.00	5.00	4.00	3	
Updraft	U	1.00	1.00	0.50	1	
Urza's Bauble	U	1.00	1.00	0.50	1	
Veldt	R	3.00	3.00	2.50	1	
Venomous Breath	U	1.00	1.00	0.50	1	
Vertigo	U	1.00	1.00	0.50	1	
Vexing Arcanix	R	4.95	3.00	3.00	1	
Vibrating Sphere	R	3.00	3.00	2.00	1	
Walking Wall	U	1.00	1.00	0.50	1	
Wall of Lava	U	1.00	1.00	0.50	1	
Wall of Pine Needles	U	1.00	1.00	0.50	1	
Wall of Shields	U	1.00	1.00	0.50	1	
War Chariot	U	1.00	1.00	0.50	1	
Whalebone Glider	U	1.00	1.00	0.50	1	
White Scarab	U	1.00	1.00	0.50	1	
Whiteout	U	1.00	1.00	0.50	1	
Wiitigo	R	4.00	3.00	3.00	1	
Wind Spirit	U	1.00	1.00	0.50	1	
Wings of Aesthir	U	1.00	1.00	0.50	1	
Winter's Chill	R	3.00	3.00	2.00	1	
Withering Wisps	U	1.00	1.00	0.50	1	
Word of Blasting	U	1.00	1.00	0.50	1	
Wrath of Marit Lage	R	3.00	3.00	2.00	1	
Yavimaya Gnats	U	1.00	1.00	0.50	1	
Zuran Orb	U	2.75	1.00	1.00	1	
Zur's Weirding	R	4.49	3.00	2.50	2	

HOMELANDS

Item		High	Med	Low	TR	+/-
Complete Set		$75.00	$59.00	$45.00	2	
Booster Display		90.00	89.25	65.00	2	4.25
Booster Pack		1.99	1.75	1.59	1	
Typical Common		0.25	0.15	0.10	1	
Abbey Gargoyles	U3	$1.00	$1.00	$0.75	1	
Æther Storm	U3	1.50	1.00	1.00	1	
Anaba Ancestor	U	2.00	1.50	1.00	1	
Anaba Spirit Crafter	U	2.50	1.25	1.00	1	0.25
An-Havva Constable	U	2.00	1.50	1.00	1	
An-Havva Inn	U3	1.00	1.00	0.50	1	
An-Havva Township	U3	1.50	1.00	0.50	1	
An-Zerrin Ruins	U	2.50	1.50	1.00	1	
Apocalypse Chime	U	2.00	1.00	1.00	1	0.50
Autumn Willow	U	7.00	5.00	4.00	3	
Aysen Abbey	U3	1.00	1.00	0.50	1	
Aysen Crusader	U	2.50	1.50	1.00	1	
Aysen Highway	U	3.00	1.50	1.00	1	
Baki's Curse	U	2.00	1.50	1.00	1	0.50
Baron Sengir	U	7.25	6.00	4.00	2	
Beast Walkers	U	2.00	1.00	1.00	1	
Black Carriage	U	2.00	1.49	1.00	1	0.01
Broken Visage	U	2.00	1.75	1.00	1	0.20
Castle Sengir	U3	1.50	1.00	0.50	1	
Chain Stasis	U	2.00	1.00	1.00	1	
Daughter of Autumn	U	2.50	1.49	1.00	1	
Death Speakers	U3	1.00	1.00	0.50	1	
Didgeridoo	U	3.00	1.75	1.00	1	0.24
Drudge Spell	U3	1.00	1.00	0.50	1	
Dwarven Pony	U	2.00	1.25	1.00	1	
Dwarven Sea Clan	U	2.00	1.00	1.00	1	
Eron the Relentless	U3	1.50	1.00	1.00	1	
Evaporate	U3	1.00	1.00	0.50	1	
Faerie Noble	U	3.00	2.00	1.00	1	
Feroz's Ban	U	2.00	1.49	1.00	1	
Forget	U	2.00	1.00	1.00	1	
Ghost Hounds	U3	1.00	1.00	0.50	1	
Giant Oyster	U3	1.00	1.00	0.50	1	
Grandmother Sengir	U	3.00	2.00	1.00	1	
Hazduhr the Abbot	U	2.00	1.49	1.00	1	0.01
Heart Wolf	U	2.00	1.00	1.00	1	
Ihsan's Shade	U3	2.00	1.50	1.00	2	0.50
Irini Sengir	U3	1.00	1.00	0.74	1	
Ironclaw Curse	U	2.00	1.00	1.00	1	0.29
Joven's Tools	U3	1.50	1.00	0.74	1	
Koskun Falls	U	2.00	1.00	1.00	1	
Koskun Keep	U3	1.00	1.00	0.50	1	
Leeches	U	2.00	1.00	1.00	1	
Mammoth Harness	U	2.00	1.00	1.00	1	
Marjhan	U	2.00	1.50	1.00	1	
Mystic Decree	U	3.00	2.00	1.00	1	
Narwhal	U	2.00	1.50	1.00	1	
Orcish Mine	U3	1.00	1.00	0.50	1	
Primal Order	U	4.00	3.00	1.00	1	
Rashka the Slayer	U3	1.00	1.00	0.75	1	
Retribution	U3	1.00	1.00	0.50	1	
Reveka, Wizard Savant	U	2.00	1.25	1.00	1	0.24
Root Spider	U3	1.00	1.00	0.50	1	
Roots	U3	1.00	1.00	0.50	1	
Rysorian Badger	U	2.00	1.25	1.00	1	
Sea Sprite	U3	1.00	1.00	0.50	1	
Sea Troll	U3	1.00	1.00	0.50	1	
Sengir Autocrat	U	3.00	2.00	1.00	1	
Serra Aviary	U	3.00	2.00	1.00	1	
Serra Inquisitors	U3	1.00	1.00	0.50	1	
Serrated Arrows	C	1.00	0.25	0.10	1	
Soraya the Falconer	U	2.00	1.50	1.00	1	
Spectral Bears	U3	1.50	1.00	0.74	1	
Timmerian Fiends	U	2.00	1.00	1.00	1	
Truce	U	2.00	1.00	1.00	1	0.50
Veldrane of Sengir	U	2.50	1.49	1.00	1	0.01
Wall of Kelp	U	2.00	1.00	1.00	1	0.25
Willow Priestess	U	2.50	1.50	1.00	1	
Winter Sky	U	2.00	1.00	1.00	1	
Wizards' School	U3	1.50	1.00	0.50	1	

ALLIANCES

Item		High	Med	Low	TR	+/-
Complete Set		$175	$165	$150	4	
Booster Display		150	145	129	3	
Booster Pack		4.99	4.00	3.50	3	
Typical Common		0.25	0.15	0.10	1	
Arcane Denial	C4	$0.50	$0.25	$0.10	1	
Ashnod's Cylix	R	4.00	3.00	3.00	1	1.00
Balduvian Dead	U	1.00	1.00	0.50	1	
Balduvian Horde	R	15.00	10.00	10.00	3	
Balduvian Trading Post	R	5.00	5.00	4.00	1	
Bounty of the Hunt	U	1.00	1.00	0.50	1	
Browse	U	1.00	1.00	0.50	1	
Burnout	U	1.00	1.00	0.50	1	
Chaos Harlequin	R	4.00	3.00	2.99	1	
Contagion	U	1.00	1.00	0.60	2	
Death Spark	U	1.00	1.00	0.50	1	
Diminishing Returns	R	5.00	4.00	3.00	2	
Diseased Vermin	U	1.00	1.00	0.50	1	
Dystopia	R	4.00	4.00	3.00	2	
Elvish Bard	U	1.00	1.00	0.50	1	
Elvish Spirit Guide	U	1.00	1.00	0.60	1	
Energy Arc	U	1.00	1.00	0.50	1	
Exile	R	5.00	4.99	4.00	1	
Fatal Lore	R	4.00	3.00	3.00	1	
Floodwater Dam	R	4.00	3.00	3.00	1	1.00
Force of Will	U	3.00	2.00	1.00	2	0.50
Gargantuan Gorilla	R	4.50	3.50	3.00	1	
Gustha's Scepter	R	4.00	3.00	2.99	1	
Hail Storm	U	1.00	1.00	0.50	1	
Heart of Yavimaya	R	5.00	4.00	3.00	2	
Helm of Obedience	R	10.00	8.00	4.50	2	
Inheritance	U	1.00	1.00	0.50	1	
Ivory Gargoyle	R	6.00	4.75	3.00	2	
Juniper Order Advocate	U	1.00	1.00	1.00	1	
Kaysa	R	5.00	4.00	3.00	1	
Keeper of Tresserhorn	R	4.00	4.00	3.00	1	
Kjeldoran Home Guard	U	1.00	0.75	0.50	1	0.25
Kjeldoran Outpost	R	10.00	10.00	6.00	4	
Krovikan Horror	R	4.00	3.00	3.00	1	
Krovikan Plague	U	1.00	1.00	0.50	1	
Lake of the Dead	R	10.00	8.99	6.50	4	0.99
Library of Lat-Nam	R	5.00	3.99	3.00	1	
Lim-Dûl's Paladin	U	1.00	1.00	0.50	1	
Lim-Dûl's Vault	U	1.00	1.00	0.60	1	
Lodestone Bauble	R	4.00	4.00	3.00	2	
Lord of Tresserhorn	R	6.00	5.00	3.00	1	
Misfortune	R	4.00	3.00	2.00	1	
Mishra's Groundbreaker	U	1.00	1.00	0.50	1	
Misinformation	U	1.00	1.00	0.50	1	
Mystic Compass	U	1.00	1.00	0.50	1	
Nature's Blessing	U	1.00	1.00	0.50	1	
Nature's Chosen	U	1.00	1.00	0.50	1	
Nature's Wrath	R	4.00	3.00	3.00	1	
Omen of Fire	R	4.00	3.00	3.00	1	
Phantasmal Sphere	R	4.00	3.00	2.00	1	

Item		High	Med	Low	TR	+/-
Phelddagrif	R	4.00	3.49	3.00	2	
Phyrexian Devourer	R	4.00	3.00	2.00	1	
Phyrexian Portal	R	4.00	3.00	3.00	1	
Pillage	U	2.00	2.00	1.00	1	
Primitive Justice	U	1.00	1.00	0.50	1	
Pyrokinesis	U	1.00	1.00	0.60	1	
Ritual of the Machine	R	5.00	4.00	3.00	1	
Rogue Skycaptain	R	4.00	3.00	3.00	1	
Royal Decree	R	4.00	3.00	3.00	1	
Scarab of the Unseen	U	1.00	0.75	0.50	1	0.25
Scars of the Veteran	U	1.00	1.00	0.60	1	
School of the Unseen	U	1.00	1.00	0.50	1	
Seasoned Tactician	U	1.00	1.00	0.50	1	
Sheltered Valley	R	4.00	3.00	3.00	1	
Shield Sphere	U	1.00	1.00	0.50	1	
Sol Grail	U	1.00	1.00	0.75	1	
Soldevi Digger	R	5.00	4.00	3.00	2	
Soldevi Excavations	R	5.00	4.00	3.00	2	
Soldier of Fortune	U	1.00	1.00	0.50	1	
Spiny Starfish	U	1.00	1.00	0.50	1	
Splintering Wind	R	4.00	3.00	2.00	1	
Storm Cauldron	R	4.00	4.00	3.00	1	
Storm Elemental	U	1.00	1.00	0.50	1	
Stromgald Spy	U	1.00	1.00	0.50	1	
Suffocation	U	1.00	1.00	0.50	1	
Surge of Strength	U	1.00	1.00	0.50	1	
Sustaining Spirit	R	4.50	4.00	3.00	1	
Sworn Defender	R	4.00	3.00	3.00	1	
Thawing Glaciers	R	10.00	8.00	6.00	4	
Thought Lash	R	4.00	3.00	3.00	1	
Tidal Control	R	4.00	3.00	2.50	1	
Tornado	R	3.00	3.00	2.00	1	
Unlikely Alliance	U	1.00	1.00	0.50	1	
Urza's Engine	U	1.00	1.00	0.50	1	
Varchild's War-Riders	R	4.00	3.99	3.00	1	
Viscerid Drone	U	1.00	1.00	0.50	1	
Wandering Mage	R	4.00	3.00	2.99	1	
Whirling Catapult	R6	3.00	2.50	1.00	1	
Winter's Night	R	4.00	3.00	2.00	1	
Yavimaya Ants	U	1.00	1.00	0.50	1	

MIRAGE

Item		High	Med	Low	TR	+/-
Complete Set		$250	$225	$120	3	
Booster Display		95.00	90.00	90.00	3	
Booster Pack		2.99	2.99	2.95	2	
Starter Display		99.99	95.00	85.00	3	
Starter Deck		9.00	8.99	8.95	3	
Typical Common		0.25	0.10	0.10	1	
Abyssal Hunter	R	$4.00	$3.00	$3.00	1	
Acidic Dagger	R	4.00	3.00	3.00	1	
Afiya Grove	R	4.00	3.00	2.50	1	
Afterlife	U	1.00	1.00	0.50	1	
Aleatory	U	1.00	1.00	0.50	1	
Amber Prison	R	4.00	3.75	3.00	2	
Amulet of Unmaking	R	4.00	3.00	2.75	1	
Ancestral Memories	R	4.00	3.00	3.00	1	
Ashen Powder	R	4.00	3.00	3.00	1	
Asmira, Holy Avenger	R	4.00	3.00	3.00	1	
Auspicious Ancestor	R	4.00	3.00	3.00	1	
Bad River	U	1.00	1.00	0.50	1	
Barbed Foliage	U	1.00	1.00	0.50	1	
Barbed-Back Wurm	U	1.00	1.00	0.50	1	
Barreling Attack	R	4.00	3.00	2.49	1	
Basalt Golem	U	1.00	1.00	0.50	1	
Bazaar of Wonders	R	4.50	4.00	3.00	2	
Benthic Djinn	R	4.00	3.00	3.00	1	
Blighted Shaman	U	1.00	1.00	0.50	1	
Blind Fury	U	1.00	1.00	0.50	1	
Blinding Light	U	1.00	1.00	0.50	1	
Bone Mask	R	4.00	3.00	3.00	1	
Brushwagg	R	4.00	3.00	2.00	1	
Burning Palm Efreet	U	1.00	1.00	0.50	1	
Cadaverous Bloom	R	6.00	5.00	4.00	3	
Canopy Dragon	R	6.00	5.00	4.00	2	
Carrion	R	4.00	3.00	3.00	1	
Catacomb Dragon	R	6.00	5.00	4.00	2	
Celestial Dawn	R	7.00	6.00	5.00	2	
Cerulean Wyvern	U	1.00	1.00	0.50	1	
Chaosphere	R	4.00	3.00	3.00	1	
Charcoal Diamond	U	1.49	1.00	0.90	1	
Chariot of the Sun	U	1.00	1.00	0.50	1	
Cinder Cloud	U	1.00	1.00	0.50	1	
Circle of Despair	R	4.00	3.00	3.00	1	
Consuming Ferocity	U	1.00	1.00	0.50	1	
Coral Fighters	U	1.00	1.00	0.50	1	
Crimson Hellkite	R	8.00	7.00	5.00	2	
Crimson Roc	U	1.00	1.00	0.50	1	
Crypt Cobra	U	1.00	1.00	0.50	1	
Crystal Golem	U	1.00	1.00	0.50	1	
Crystal Vein	U	1.00	1.00	0.50	1	
Cursed Totem	R	4.00	4.00	3.00	2	
Cycle of Life	R	4.00	3.00	2.50	1	
Daring Apprentice	R	4.00	3.00	3.00	1	
Decomposition	U	1.00	1.00	0.50	1	
Delirium	U	1.00	1.00	0.50	1	
Discordant Spirit	R	4.00	3.00	3.00	1	
Dissipate	U	2.00	1.00	0.75	2	
Divine Retribution	R	4.00	3.00	3.00	1	
Dread Specter	U	1.00	1.00	0.50	1	
Dwarven Miner	U	1.00	1.00	0.50	1	
Early Harvest	R	4.00	3.00	3.00	2	
Elixir of Vitality	U	1.00	1.00	0.50	1	
Emberwilde Caliph	R	4.00	3.00	3.00	1	
Emberwilde Djinn	R	4.00	3.00	3.00	1	
Energy Bolt	R	4.00	3.00	3.00	1	
Energy Vortex	R	4.00	3.00	3.00	1	
Enlightened Tutor	U	2.00	1.00	1.00	1	
Ersatz Gnomes	U	1.00	1.00	0.50	1	
Ether Well	U	1.00	1.00	0.50	1	
Ethereal Champion	R	4.00	3.00	3.00	1	
Fallow Earth	U	1.00	1.00	0.50	1	
Favorable Destiny	U	1.00	1.00	0.50	1	
Femeref Archers	U	1.00	1.00	0.50	1	
Final Fortune	R	8.00	5.00	4.00	2	
Fire Diamond	U	1.50	1.00	0.75	1	
Flame Elemental	U	1.00	1.00	0.50	1	
Flash	R	4.00	3.00	3.00	1	
Flood Plain	U	1.00	1.00	0.50	1	
Floodgate	U	1.00	1.00	0.50	1	
Foratog	U	1.00	1.00	0.50	1	
Forbidden Crypt	R	4.00	3.00	3.00	2	
Forsaken Wastes	R	5.00	4.50	3.00	2	
Frenetic Efreet	R	5.00	4.00	3.00	4	
Goblin Scouts	U	1.00	1.00	0.50	1	
Goblin Soothsayer	U	1.00	1.00	0.50	1	
Grasslands	U	1.00	1.00	0.50	1	
Grim Feast	R	4.00	3.00	3.00	1	
Grinning Totem	R	10.00	7.50	5.00	3	0.49
Hakim, Loreweaver	R	4.00	3.00	3.00	1	
Hall of Gemstone	R	4.00	3.00	3.00	2	
Hammer of Bogardan	R	15.00	12.00	10.00	4	
Harbinger of Night	R	4.00	3.00	3.00	1	
Harbor Guardian	U	1.00	1.00	0.50	1	
Harmattan Efreet	U	1.00	1.00	0.50	1	
Haunting Apparition	U	1.00	1.00	0.50	1	
Hazerider Drake	U	1.00	1.00	0.50	1	
Hivis of the Scale	R	4.00	3.50	3.00	1	
Horrible Hordes	U	1.00	1.00	0.50	1	
Igneous Golem	U	1.00	1.00	0.50	1	
Illicit Auction	R	4.00	3.00	3.00	1	
Illumination	U	1.00	1.00	0.50	1	
Infernal Contract	R	4.00	4.00	3.00	2	
Iron Tusk Elephant	U	1.00	1.00	0.50	1	
Jabari's Influence	R	4.00	3.00	3.00	1	
Jungle Patrol	R	4.00	3.00	2.49	1	
Jungle Troll	U	1.00	1.00	0.50	1	
Kaervek's Hex	U	1.00	1.00	0.50	1	
Kaervek's Purge	U	1.00	1.00	0.50	1	
Karoo Meerkat	U	1.00	1.00	0.50	1	
Kukemssa Pirates	R	4.00	3.00	2.50	1	
Lead Golem	U	1.00	1.00	0.50	1	
Leering Gargoyle	R	4.00	3.00	2.25	1	
Lion's Eye Diamond	R	4.00	3.00	3.00	2	
Locust Swarm	U	1.00	1.00	0.50	1	
Lure of Prey	R	4.00	3.00	3.00	1	
Malignant Growth	R	4.00	3.00	3.00	1	
Mana Prism	U	1.00	1.00	0.50	1	
Mangara's Blessing	U	1.00	1.00	0.50	1	
Mangara's Equity	U	1.00	1.00	0.50	1	
Mangara's Tome	R	4.00	3.00	3.00	1	
Marble Diamond	U	1.50	1.00	1.00	1	
Maro	R	6.00	6.00	5.00	3	
Meddle	U	1.00	1.00	0.50	1	
Melesse Spirit	U	1.00	1.00	0.50	1	
Mind Bend	U	1.00	1.00	0.50	1	
Mind Harness	U	1.00	1.00	0.50	1	
Mindbender Spores	R	4.00	3.00	2.49	1	
Mire Shade	U	1.00	1.00	0.50	1	
Misers' Cage	R	4.00	3.00	3.00	1	
Mist Dragon	R	6.00	5.00	4.00	3	0.99
Moss Diamond	U	1.50	1.00	1.00	1	
Mountain Valley	U	1.00	1.00	0.50	1	0.25
Mtenda Griffin	U	1.00	1.00	0.50	1	
Mystical Tutor	U	1.50	1.00	1.00	1	
Natural Balance	R	5.00	4.00	3.00	3	
Nettletooth Djinn	U	1.00	1.00	0.75	1	
Nocturnal Raid	U	1.00	1.00	0.50	1	
Null Chamber	R	4.50	4.00	3.00	1	
Painful Memories	U	1.00	1.00	0.50	1	
Patagia Golem	U	1.00	1.00	0.50	1	
Paupers' Cage	R	4.00	3.00	3.00	1	
Pearl Dragon	R	5.50	5.00	4.00	2	
Phyrexian Dreadnought	R	8.00	7.00	5.00	3	
Phyrexian Purge	R	4.00	3.00	2.49	1	
Phyrexian Tribute	R	4.00	3.00	2.00	1	
Phyrexian Vault	U	1.00	1.00	0.50	1	
Political Trickery	R	4.00	3.00	3.00	2	
Polymorph	R	4.00	3.00	3.00	1	
Preferred Selection	R	4.00	3.00	3.00	1	
Prismatic Boon	U	1.00	1.00	0.50	1	
Prismatic Lace	R	4.00	3.00	2.00	1	
Psychic Transfer	R	4.00	3.00	3.00	1	
Purgatory	R	4.00	3.00	3.00	1	
Purraj of Urborg	R	4.00	3.00	3.00	1	
Radiant Essence	U	1.00	1.00	0.50	1	
Rashida Scalebane	R	4.00	3.00	3.00	1	
Ravenous Vampire	U	1.00	1.00	0.50	1	
Razor Pendulum	R	4.00	3.00	3.00	1	
Reckless Embermage	R	4.00	3.00	3.00	1	
Reflect Damage	R	4.50	3.49	3.00	1	
Reign of Chaos	U	1.00	1.00	0.50	1	
Reign of Terror	U	1.00	1.00	0.50	1	
Reparations	R	4.00	3.00	3.00	1	
Rock Basilisk	R	4.00	3.00	3.00	1	
Rocky Tar Pit	U	1.00	1.00	0.50	1	
Roots of Life	U	1.00	1.00	0.50	1	
Sacred Mesa	R	8.00	6.00	4.00	2	
Sand Golem	U	1.00	1.00	0.50	1	
Savage Twister	U	1.00	1.00	0.75	1	
Sawback Manticore	R	4.00	3.00	3.00	1	
Sealed Fate	U	1.00	1.00	0.50	1	
Seeds of Innocence	R	4.00	3.00	3.00	1	
Shadowbane	U	1.00	1.00	0.50	1	
Shallow Grave	R	4.50	4.00	3.00	2	
Shauku, Endbringer	R	4.00	3.00	3.00	1	
Shauku's Minion	U	1.00	1.00	0.50	1	
Shimmer	R	4.00	3.00	3.00	1	
Sidar Jabari	R	4.00	3.00	3.00	1	
Sirocco	U	1.00	1.00	0.50	1	
Sky Diamond	U	1.50	1.00	0.75	1	
Soul Echo	R	4.00	3.00	3.00	1	
Soul Rend	U	1.00	1.00	0.50	1	
Spatial Binding	U	1.00	1.00	0.50	1	
Spectral Guardian	R	4.00	3.00	3.00	1	
Spirit of the Night	R	8.00	6.00	4.00	3	
Stupor	U	1.49	1.00	0.75	1	
Subterranean Spirit	R	4.00	3.00	3.00	1	
Sunweb	R	4.00	3.00	3.00	1	
Superior Numbers	U	1.00	1.00	0.50	1	
Suq'Ata Firewalker	U	1.00	1.00	0.50	1	
Tainted Specter	R	4.00	3.00	3.00	1	
Taniwha	R	4.50	4.00	3.00	2	
Teeka's Dragon	R	6.00	5.00	4.00	2	
Teferi's Imp	R	4.00	3.00	3.00	1	
Teferi's Isle	R	4.00	3.00	3.00	1	
Telim'Tor	R	4.00	3.00	3.00	1	
Telim'Tor's Darts	U	1.00	1.00	0.50	1	
Telim'Tor's Edict	R	4.00	3.00	2.00	1	
Tidal Wave	U	1.00	1.00	0.50	1	
Tombstone Stairwell	R	4.50	4.00	3.00	2	
Torrent of Lava	R	4.00	3.00	3.00	1	
Tropical Storm	U	1.00	1.00	0.50	1	
Uktabi Wildcats	R	4.00	3.00	3.00	2	
Unerring Sling	U	1.00	1.00	0.50	1	
Unfulfilled Desires	R	4.00	3.00	3.00	1	
Unseen Walker	U	1.00	1.00	0.50	1	
Unyaro Bee Sting	U	1.00	1.00	0.50	1	
Unyaro Griffin	U	1.00	1.00	0.50	1	
Vaporous Djinn	U	1.00	1.00	0.50	1	
Ventifact Bottle	R	4.00	3.00	3.00	1	
Vigilant Martyr	U	1.00	1.00	0.50	1	
Vitalizing Cascade	U	1.00	1.00	0.50	1	
Volcanic Dragon	R	7.00	6.00	4.50	3	
Volcanic Geyser	U	1.00	1.00	0.75	1	
Waiting in the Weeds	R	4.00	3.00	3.00	1	0.50
Warping Wurm	R	4.00	3.00	3.00	1	
Wave Elemental	U	1.00	1.00	0.50	1	
Wellspring	R	4.00	3.00	2.49	1	
Wildfire Emissary	U	1.50	1.00	0.75	1	
Windreaper Falcon	U	1.00	1.00	0.50	1	
Withering Boon	U	1.00	1.00	0.50	1	
Worldly Tutor	U	1.20	1.00	1.00	1	
Yare	R	4.00	3.00	2.49	1	
Zebra Unicorn	U	1.00	1.00	0.50	1	
Zhalfirin Commander	U	1.00	1.00	0.50	1	
Zirilan of the Claw	R	5.00	4.00	3.00	1	
Zombie Mob	U	1.00	1.00	0.50	1	
Zuberi, Golden Feather	R	4.50	3.00	3.00	1	

VISIONS

Item		High	Med	Low	TR	+/-
Complete Set		$175	$150	$120	3	
Booster Display		110	90.00	85.00	3	
Booster Pack		3.95	2.99	2.95	2	
Typical Common		0.25	0.15	0.10	0	
Aku Djinn	R	$5.00	$4.00	$3.00	2	
Anvil of Bogardan	R	5.00	4.00	3.00	2	
Archangel	R	8.00	6.00	5.00	2	
Army Ants	U	1.00	1.00	0.50	1	
Blanket of Night	U	1.00	1.00	0.75	1	
Bogardan Phoenix	R	5.00	3.25	3.00	2	
Brass-Talon Chimera	U	1.00	1.00	0.50	1	
Breathstealer's Crypt	R	4.00	3.00	3.00	1	
Brood of Cockroaches	U	1.00	1.00	0.50	1	
Chronatog	R	5.00	4.00	3.00	2	
City of Solitude	R	8.00	6.00	4.00	3	
Coral Atoll	U	1.00	1.00	0.50	1	
Corrosion	R	4.00	3.00	3.00	1	
Creeping Mold	U	1.50	1.00	1.00	1	
Daraja Griffin	U	1.00	1.00	0.50	1	
Desertion	R	6.00	5.00	3.00	2	
Desolation	U	1.00	1.00	0.50	1	
Diamond Kaleidoscope	R	4.00	3.00	3.00	1	
Dormant Volcano	U	1.00	1.00	0.50	1	
Dragon Mask	U	1.00	1.00	0.50	1	
Dream Tides	U	1.00	1.00	0.50	1	
Elephant Grass	U	1.00	1.00	0.50	1	
Elkin Lair	R	4.00	3.00	3.00	1	
Equipoise	R	4.00	3.00	3.00	2	
Everglades	U	1.00	1.00	0.50	1	
Eye of Singularity	R	4.00	3.00	3.00	1	
Femeref Enchantress	R	4.00	3.00	3.00	1	
Firestorm Hellkite	R	6.00	5.00	4.00	1	
Flooded Shoreline	R	4.00	3.00	3.00	1	
Forbidden Ritual	R	4.00	3.00	3.00	1	
Foreshadow	U	1.00	1.00	0.50	1	
Goblin Recruiter	U	1.00	1.00	0.50	1	
Griffin Canyon	R	5.00	3.50	3.00	1	0.50
Guiding Spirit	R	4.00	3.00	3.00	1	
Heat Wave	U	1.00	1.00	0.50	1	
Helm of Awakening	U	1.00	1.00	0.75	1	
Honorable Passage	U	1.00	1.00	0.75	1	
Hulking Cyclops	U	1.00	1.00	0.50	1	
Iron-Heart Chimera	U	1.00	1.00	0.50	1	
Juju Bubble	U	1.00	1.00	0.50	1	
Jungle Basin	U	1.00	1.00	0.50	1	
Kaervek's Spite	R	4.00	4.00	3.00	2	
Karoo	U	1.00	1.00	0.50	1	
Katabatic Winds	R	4.00	3.00	3.00	1	
Kookus	R	4.00	3.00	3.00	1	
Kyscu Drake	U	1.00	1.00	0.50	1	
Lead-Belly Chimera	U	1.00	1.00	0.50	1	
Lichenthrope	R	4.00	3.00	3.00	1	
Lightning Cloud	R	4.00	3.49	3.00	1	
Longbow Archer	U	1.00	1.00	0.75	1	
Magma Mine	U	1.00	1.00	0.75	1	
Matopi Golem	U	1.00	1.00	0.50	1	
Miraculous Recovery	U	1.00	1.00	0.50	1	
Mob Mentality	U	1.00	1.00	0.50	1	
Mundungu	U	1.00	1.00	0.50	1	
Natural Order	R	5.00	4.00	3.00	2	
Necromancy	U	1.00	1.00	0.50	1	
Necrosavant	R	5.00	4.00	3.00	1	
Nekrataal	U	2.00	1.00	1.00	2	
Ogre Enforcer	R	4.00	3.50	3.00	1	
Ovinomancer	U	1.00	1.00	0.50	1	
Peace Talks	U	1.00	1.00	0.50	1	
Phyrexian Marauder	R	4.00	3.00	3.00	1	
Pillar Tombs of Aku	R	5.00	4.00	3.00	1	
Prosperity	U	1.00	1.00	1.00	1	
Pygmy Hippo	R	4.00	3.00	3.00	1	
Quicksand	U	1.50	1.00	0.75	1	
Quirion Druid	R	4.00	3.00	3.00	1	
Rainbow Efreet	R	6.00	5.00	3.00	3	
Relentless Assault	R	10.00	8.00	5.00	2	
Relic Ward	U	1.00	1.00	0.50	1	
Retribution of the Meek	R	5.00	3.00	3.00	1	
Righteous War	R	4.00	3.00	2.99	1	
Rowen	R	4.00	3.00	3.00	1	
Sands of Time	R	5.00	4.00	3.00	2	
Scalebane's Elite	U	1.00	1.00	0.50	1	
Shimmering Efreet	U	1.00	1.00	0.50	1	
Simoon	U	1.00	1.00	0.50	1	
Snake Basket	R	6.00	5.00	4.00	3	
Spitting Drake	U	1.00	1.00	0.50	1	
Squandered Resources	R	5.00	4.00	3.00	3	
Stampeding Wildebeests	U	1.00	1.00	0.75	1	
Suleiman's Legacy	R	4.00	3.00	3.00	2	
Summer Bloom	U	1.00	1.00	0.50	1	
Suq'Ata Assassin	U	1.00	1.00	0.50	1	
Talruum Piper	U	1.00	1.00	0.50	1	
Teferi's Honor Guard	U	1.00	1.00	0.50	1	
Teferi's Puzzle Box	R	5.00	4.00	3.00	1	
Teferi's Realm	R	4.00	3.00	3.00	1	
Tempest Drake	U	1.00	1.00	0.50	1	
Three Wishes	R	4.00	3.00	3.00	1	
Time and Tide	U	1.00	1.00	0.50	1	

SOUTHEAST

BUNJEE'S BOOKS & COMICS

Bill Phillips

New releases for Pokémon only seem to add to the fire that is raging out of control. *Many customers who are unfamiliar with TCGs—parents especially—seem to have trouble grasping the idea of an expansion. Many look at me desperately and ask, "Now, what's Fossil?" There's been no demand from my customers for Japanese **Pokémon**.*

When the latest Magic expansion is coming up, my customers seem to be playing another game entirely. *This summer, for example, **Magic** sales were flat while **Pokémon**, **Star Wars**, and other games did quite well. With the release of* Mercadian Masques*, **Magic** players seem to be making a comeback. Though the set hasn't gotten rave reviews, it seems to work very well in booster drafts, the format of choice around here.*

Item		High	Med	Low	TR	+/-
Tin-Wing Chimera	U	1.00	1.00	0.50	1	
Tithe	R	5.00	4.00	3.00	3	
Triangle of War	R	4.00	3.00	3.00	1	
Uktabi Orangutan	U	1.50	1.00	0.75	2	
Undiscovered Paradise	R	8.00	7.00	4.00	4	
Vampiric Tutor	R	10.00	8.49	6.00	3	
Vampirism	U	1.00	1.00	0.50	1	
Viashino Sandstalker	U	1.00	1.00	0.75	1	
Viashivan Dragon	R	8.00	6.00	5.00	2	
Wand of Denial	R	5.00	3.99	3.00	1	
Waterspout Djinn	U	1.00	1.00	0.50	1	
Wind Shear	U	1.00	1.00	0.50	1	
Zhalfirin Crusader	R	5.00	4.00	3.00	1	

WEATHERLIGHT

Item		High	Med	Low	TR	+/-
Complete Set		$175	$150	$100	3	
Booster Display		95.00	90.00	85.00	3	
Booster Pack		3.00	2.99	2.95	1	
Typical Common		0.25	0.10	0.10	0	
Abduction	U	$1.00	$1.00	$0.50	0	
Abeyance	R	9.00	6.50	5.00	3	
Aboroth	R	5.00	4.00	3.00	1	
Æther Flash	U	1.50	1.00	0.75	0	
Agonizing Memories	U	1.00	1.00	0.50	0	
Alabaster Dragon	R	6.00	5.00	4.00	1	
Ancestral Knowledge	R	5.00	4.00	3.00	2	
Arctic Wolves	U	1.00	1.00	0.50	0	
Argivian Find	U	1.00	1.00	0.50	0	
Argivian Restoration	U	1.00	1.00	0.50	0	
Aura of Silence	U	1.00	1.00	0.50	0	
Avizoa	R	4.00	3.00	3.00	1	
Barishi	U	1.00	1.00	0.50	0	
Bone Dancer	R	4.00	4.00	3.00	1	1.00
Bôsium Strip	R	5.00	4.00	3.00	1	
Bubble Matrix	R	5.00	4.00	3.00	1	
Buried Alive	U	1.00	1.00	0.50	0	
Call of the Wild	R	5.00	4.00	3.00	1	
Chimeric Sphere	U	1.00	1.00	0.50	0	
Cinder Giant	U	1.00	1.00	0.50	0	
Circling Vultures	U	1.00	1.00	0.50	0	
Cloud Djinn	U	1.00	1.00	0.50	0	
Cone of Flame	U	1.00	1.00	0.50	0	
Debt of Loyalty	R	4.00	3.99	3.00	1	0.01
Dense Foliage	R	4.50	4.00	3.00	1	
Desperate Gambit	U	1.00	1.00	0.50	0	
Dingus Staff	U	1.00	1.00	0.50	0	
Doomsday	R	5.00	4.00	3.00	1	
Downdraft	U	1.00	1.00	0.50	0	
Dwarven Thaumaturgist	R	4.00	3.00	3.00	1	
Ertai's Familiar	R	4.00	3.00	3.00	2	
Fallow Wurm	U	1.00	1.00	0.50	0	
Familiar Ground	U	1.00	1.00	0.50	0	
Fervor	R	5.00	4.00	3.00	1	
Festering Evil	U	1.00	1.00	0.50	0	
Firestorm	R	6.00	5.00	4.00	3	
Foriysian Brigade	U	1.00	1.00	0.50	0	
Fungus Elemental	R	4.00	3.00	3.00	1	
Gaea's Blessing	U	1.50	1.00	0.75	2	
Gallowbraid	R	4.00	4.00	3.00	1	
Gemstone Mine	U	2.00	1.00	0.75	3	
Gerrard's Wisdom	U	1.00	1.00	0.50	0	
Goblin Bomb	R	4.00	4.00	3.00	1	
Goblin Grenadiers	U	1.00	1.00	0.50	0	
Heart of Bogardan	R	4.50	4.00	3.00	1	
Heat Stroke	R	4.00	3.00	3.00	1	
Hidden Horror	U	1.00	1.00	0.75	0	
Hurloon Shaman	U	1.00	1.00	0.50	0	
Infernal Tribute	R	4.00	3.99	3.00	1	
Inner Sanctum	R	4.00	3.00	3.00	1	
Jabari's Banner	U	1.00	1.00	0.50	0	
Lava Hounds	U	1.00	1.00	0.50	0	
Liege of the Hollows	R	4.00	4.00	3.00	1	
Llanowar Behemoth	U	1.00	1.00	0.50	0	
Lotus Vale	R	11.00	8.99	6.00	3	
Mana Web	R	5.00	4.00	3.00	1	
Maraxus of Keld	R	6.00	5.00	4.00	1	
Master of Arms	U	1.00	1.00	0.50	0	
Mischievous Poltergeist	U	1.00	1.00	0.50	0	
Mistmoon Griffin	U	1.00	1.00	0.50	0	
Morinfen	R	4.50	4.00	3.00	1	
Mwonvuli Ooze	R	4.00	3.00	3.00	1	
Nature's Resurgence	R	4.00	4.00	3.00	1	
Necratog	U	1.00	1.00	0.50	0	
Noble Benefactor	U	1.00	1.00	0.50	0	
Null Rod	R	4.00	3.99	3.00	1	
Odylic Wraith	U	1.00	1.00	0.50	0	
Orcish Settlers	U	1.00	1.00	0.50	0	
Paradigm Shift	R	4.00	3.00	3.00	1	
Peacekeeper	R	4.50	4.00	3.00	1	
Pendrell Mists	R	4.50	4.00	3.00	2	
Phantom Warrior	U	1.00	1.00	0.50	0	
Phyrexian Furnace	U	1.00	1.00	0.50	0	
Psychic Vortex	R	4.00	3.00	3.00	1	
Relearn	U	1.00	1.00	0.50	0	
Revered Unicorn	U	1.00	1.00	0.50	0	
Roc Hatchling	U	1.00	1.00	0.50	0	
Scorched Ruins	R	5.00	4.00	3.00	1	
Serenity	R	4.50	4.00	3.00	1	
Serra's Blessing	U	1.00	1.00	0.50	0	
Serrated Biskelion	U	1.00	1.00	0.50	0	
Southern Paladin	R	5.00	4.00	3.00	1	
Steel Golem	U	1.00	1.00	0.50	0	
Strands of Night	U	1.00	1.00	0.50	0	
Straw Golem	U	1.00	1.00	0.50	0	
Sylvan Hierophant	U	1.00	1.00	0.50	0	
Tariff	R	4.00	3.00	3.00	1	
Teferi's Veil	U	1.00	1.00	0.50	0	
Thran Forge	U	1.00	1.00	0.50	0	
Thran Tome	R	4.00	3.00	3.00	1	
Thundermare	R	8.00	7.00	5.00	2	
Timid Drake	U	1.00	1.00	0.50	0	
Tolarian Entrancer	R	4.00	3.00	3.00	1	
Tolarian Serpent	R	4.00	3.00	3.00	1	
Touchstone	U	1.00	1.00	0.50	0	
Tranquil Grove	R	4.50	3.50	3.00	1	
Urborg Justice	R	4.00	3.00	3.00	1	
Urborg Stalker	R	4.00	4.00	3.00	1	
Veteran Explorer	U	1.00	1.00	0.50	0	
Vodalian Illusionist	U	1.00	1.00	0.50	0	
Volunteer Reserves	U	1.00	1.00	0.50	0	
Wave of Terror	R	4.00	3.00	3.00	1	
Well of Knowledge	R	5.00	4.00	3.00	1	
Winding Canyons	R	5.00	4.00	3.00	1	
Xanthic Statue	R	4.50	4.00	3.00	1	

TEMPEST

Item		High	Med	Low	TR	+/-
Complete Set		$290	$290	$120	3	
Booster Pack		2.99	2.99	2.95	3	
Booster Display		95.00	89.00	85.00	4	
Starter Deck		9.95	8.99	8.95	4	
Starter Display		95.00	90.00	79.00	4	
Typical Common		0.25	0.10	0.10	0	
Abandon Hope	U	$1.00	$1.00	$0.50	1	0.10
Altar of Dementia	R	5.00	4.00	3.00	2	
Aluren	R	5.50	5.00	4.00	2	
Ancient Runes	U	1.00	1.00	0.50	1	
Ancient Tomb	U	1.00	1.00	0.50	1	
Angelic Protector	U	1.00	0.80	0.50	1	
Apes of Rath	U	1.00	1.00	0.50	1	
Apocalypse	R	5.00	5.00	3.50	2	0.51
Armor Sliver	U	1.00	1.00	0.50	1	0.25
Auratog	R	4.00	3.00	2.49	1	
Avenging Angel	R	5.00	4.50	3.00	2	
Barbed Sliver	U	1.00	0.90	0.50	1	0.10
Bellowing Fiend	R	4.00	3.00	3.00	1	
Benthic Behemoth	R	4.50	3.75	3.00	2	
Boil	U	1.00	1.00	0.50	1	
Booby Trap	R	6.00	4.50	3.00	1	0.50
Bottle Gnomes	U	2.00	1.00	0.75	2	
Bounty Hunter	R	5.00	4.00	3.50	1	
Caldera Lake	R	5.00	4.00	3.00	2	
Canyon Drake	R	4.00	3.00	3.00	1	
Carrionette	R	4.00	3.00	3.00	1	
Chaotic Goo	R	4.00	3.00	2.49	1	
Charging Rhino	U	1.00	0.75	0.50	1	
Chill	U	1.00	1.00	0.50	2	
Choke	U	1.00	1.00	0.50	1	
Cinder Marsh	U	1.00	1.00	0.50	1	
Coffin Queen	R	5.00	4.00	4.00	2	
Cold Storage	R	4.00	3.00	3.00	1	
Commander Greven *il*-Vec	R	8.00	5.50	4.00	2	0.25
Corpse Dance	R	5.00	5.00	4.00	3	
Crazed Armodon	R	4.00	3.00	3.00	1	
Cursed Scroll	R	20.00	16.00	13.00	5	
Dauthi Embrace	U	1.00	1.00	0.50	1	0.20
Dauthi Ghoul	U	1.00	1.00	0.50	1	
Dauthi Mercenary	U	1.00	1.00	0.50	1	0.01
Dauthi Mindripper	U	1.00	1.00	0.50	1	
Deadshot	R	4.00	3.00	2.50	1	
Death Pits of Rath	R	5.00	3.99	3.00	1	
Dirtcowl Wurm	R	5.00	5.00	4.00	2	
Dismiss	U	1.40	1.00	0.50	2	
Dracoplasm	R	4.49	4.00	3.00	1	
Dread of Night	U	1.00	1.00	0.50	1	
Dregs of Sorrow	R	5.00	4.00	3.00	1	
Duplicity	R	4.00	3.00	3.00	1	
Earthcraft	R	5.00	4.00	3.00	2	
Echo Chamber	R	4.00	4.00	3.00	1	
Eladamri, Lord of Leaves	R	6.00	5.00	4.00	1	
Eladamri's Vineyard	R	8.00	6.00	5.00	4	
Elven Warhounds	R	4.00	3.00	3.00	1	
Emerald Medallion	R	5.00	4.00	3.00	2	
Emmessi Tome	R	4.00	3.00	3.00	2	
Energizer	R	4.00	3.00	3.00	1	
Enraging Licid	U	1.00	0.80	0.50	1	
Ertai's Meddling	R	4.00	3.00	3.00	1	
Escaped Shapeshifter	R	4.00	4.00	3.00	1	
Essence Bottle	U	1.00	1.00	0.50	1	
Excavator	U	1.00	0.80	0.50	1	
Extinction	R	4.50	4.00	3.00	1	
Fevered Convulsions	R	4.00	3.00	3.00	1	
Field of Souls	R	4.00	3.99	3.00	1	0.49
Fighting Drake	U	1.00	0.75	0.50	1	
Firefly	U	1.00	1.00	0.50	1	
Flailing Drake	U	1.00	0.75	0.50	1	
Flickering Ward	U	1.00	1.00	0.50	1	
Flowstone Salamander	U	1.00	0.90	0.50	1	
Flowstone Sculpture	R	4.00	3.00	3.00	1	
Flowstone Wyvern	R	4.00	3.00	3.00	1	
Fool's Tome	R	4.00	3.00	3.00	1	
Fugitive Druid	R	4.00	3.00	2.50	1	
Furnace of Rath	R	6.00	5.00	3.00	2	
Fylamarid	U	1.00	1.00	0.50	1	0.25
Gallantry	U	1.00	0.75	0.50	1	
Gerrard's Battle Cry	R	4.00	4.00	3.00	1	
Ghost Town	U	1.00	1.00	0.50	1	0.10
Goblin Bombardment	U	1.00	1.00	0.50	1	
Grindstone	R	5.50	5.00	4.00	3	
Hand to Hand	R	4.00	3.00	3.00	1	
Hanna's Custody	R	4.00	3.00	3.00	1	
Harrow	U	1.00	1.00	0.50	1	0.10
Havoc	U	1.00	1.00	0.50	1	
Heartwood Giant	R	4.00	3.00	3.00	1	
Heartwood Treefolk	U	1.00	1.00	0.50	1	
Helm of Possession	R	6.00	4.00	3.00	3	
Horned Sliver	U	1.00	1.00	0.50	1	
Humility	R	6.00	5.00	4.00	3	
Imps' Taunt	U	1.00	1.00	0.50	1	
Insight	U	1.00	0.80	0.50	1	
Interdict	U	1.00	1.00	0.50	1	
Intuition	R	5.00	4.50	4.00	3	0.49
Invulnerability	U	1.00	1.00	0.50	1	0.01
Jackal Pup	U	1.00	1.00	0.50	2	
Jet Medallion	R	5.00	4.00	3.00	2	
Jinxed Idol	R	4.50	3.99	3.00	2	0.49
Kezzerdrix	R	4.00	3.00	3.00	1	
Knight of Dawn	U	1.50	1.00	0.50	1	
Knight of Dusk	U	1.00	1.00	0.50	1	
Krakilin	U	1.00	1.00	0.50	1	
Leeching Licid	U	1.00	1.00	0.50	1	0.20
Legacy's Allure	U	1.00	1.00	0.50	1	
Legerdemain	U	1.00	0.99	0.50	1	
Light of Day	U	1.00	1.00	0.50	1	
Living Death	R	8.00	6.00	5.00	5	
Lobotomy	U	1.75	1.00	0.50	2	
Lotus Petal	C	0.35	0.25	0.10	0	
Maddening Imp	R	4.00	3.00	3.00	1	
Magmasaur	R	4.00	3.00	3.00	1	
Magnetic Web	R	4.00	3.00	3.00	1	
Mana Severance	R	4.00	4.00	3.00	1	0.75
Marble Titan	R	4.00	3.00	3.00	1	
Mawcor	R	4.00	3.00	3.00	1	
Maze of Shadows	U	1.00	1.00	0.50	1	
Meditate	R	7.00	6.00	4.00	3	
Mindwhip Sliver	U	1.00	1.00	0.50	1	
Minion of the Wastes	R	4.00	4.00	3.00	1	
Mirri's Guile	R	4.00	4.00	3.00	1	
Mnemonic Sliver	U	1.00	1.00	0.50	1	
Mogg Cannon	U	1.00	0.80	0.50	1	
Mogg Hollows	U	1.00	1.00	0.50	1	
Mogg Squad	U	1.00	0.75	0.50	1	
Mongrel Pack	R	4.00	3.00	3.00	1	
Nature's Revolt	R	5.00	4.00	3.00	1	
Needle Storm	U	1.00	0.75	0.50	1	
No Quarter	R	4.00	3.00	2.50	1	
Nurturing Licid	U	1.00	0.75	0.50	1	
Opportunist	U	1.00	0.75	0.50	1	
Oracle *en*-Vec	R	4.00	3.00	3.00	1	
Orim, Samite Healer	R	4.00	3.50	3.00	2	
Orim's Prayer	U	1.00	1.00	0.50	1	
Overrun	U	2.00	1.00	0.75	1	
Pallimud	R	4.00	3.00	3.00	1	
Patchwork Gnomes	U	1.00	0.75	0.50	1	
Pearl Medallion	R	5.00	4.00	3.00	2	
Pegasus Refuge	R	4.00	3.00	3.00	1	1.00
Perish	U	1.00	1.00	0.50	1	
Phyrexian Grimoire	R	4.00	3.00	3.00	1	
Phyrexian Hulk	U	1.00	1.00	0.50	1	
Phyrexian Splicer	U	1.00	0.80	0.50	1	
Pine Barrens	R	5.00	4.00	3.50	3	
Precognition	R	4.00	4.00	3.00	1	
Propaganda	U	1.90	1.00	0.70	1	
Puppet Strings	U	1.00	1.00	0.50	1	
Quickening Licid	U	1.00	1.00	0.50	1	
Rain of Tears	U	1.00	1.00	0.50	1	
Ranger *en*-Vec	U	1.00	0.80	0.50	1	
Rathi Dragon	R	10.00	8.00	5.00	4	
Reanimate	U	1.00	1.00	0.50	1	
Reap	U	1.00	1.00	0.50	1	
Reckless Spite	U	1.00	0.75	0.50	1	
Recycle	R	5.00	4.00	3.00	2	
Reflecting Pool	R	12.00	10.00	8.00	5	
Renegade Warlord	U	1.00	1.00	0.50	1	
Repentance	U	1.00	0.90	0.50	1	
Root Maze	R	5.00	3.00	3.00	1	
Rootwater Depths	U	1.00	1.00	0.50	1	
Rootwater Diver	U	1.00	0.75	0.50	1	
Rootwater Matriarch	R	4.00	3.00	3.00	1	
Rootwater Shaman	R	4.00	3.00	3.00	1	
Ruby Medallion	R	5.00	4.00	3.00	2	
Sacred Guide	R	4.00	3.00	3.00	1	
Safeguard	R	4.00	3.00	3.00	1	
Salt Flats	R	5.00	4.00	3.00	2	
Sapphire Medallion	R	5.25	5.00	4.00	4	
Sarcomancy	R	5.00	5.00	4.00	4	
Scabland	R	5.00	4.00	3.50	2	
Scalding Tongs	R	5.00	4.00	3.00	3	
Scorched Earth	R	4.00	3.50	3.00	1	
Scragnoth	U	1.00	1.00	0.50	1	
Screeching Harpy	U	1.00	0.75	0.50	1	
Scroll Rack	R	6.00	5.00	4.00	3	
Searing Touch	U	1.00	1.00	0.50	1	
Segmented Wurm	U	1.00	1.00	0.50	1	
Selenia, Dark Angel	R	5.00	4.00	3.00	2	
Serene Offering	U	1.00	0.75	0.50	1	
Shadowstorm	U	1.00	1.00	0.50	1	
Shocker	R	5.00	4.00	3.50	1	
Sky Spirit	U	1.00	1.00	0.50	1	
Skyshroud Condor	U	1.00	0.75	0.50	1	
Skyshroud Forest	R	5.00	4.00	3.00	3	
Skyshroud Vampire	U	1.00	1.00	0.50	1	
Soltari Crusader	U	1.00	0.99	0.50	1	
Soltari Emissary	R	4.00	3.99	3.00	2	
Soltari Guerrillas	R	4.00	4.00	3.00	2	
Soltari Monk	U	1.00	1.00	0.50	1	
Soltari Priest	U	1.00	1.00	0.50	2	
Souldrinker	U	1.00	0.75	0.50	1	
Spirit Mirror	R	5.00	4.00	3.00	2	
Spontaneous Combustion	U	1.00	1.00	0.50	1	
Stalking Stones	U	1.00	1.00	0.50	1	
Starke of Rath	R	4.00	3.00	3.00	1	
Static Orb	R	5.00	4.00	3.00	2	
Staunch Defenders	U	1.00	0.80	0.50	1	
Steal Enchantment	U	1.00	1.00	0.50	1	
Stinging Licid	U	1.00	1.00	0.50	1	
Storm Front	U	1.00	0.75	0.50	1	
Sudden Impact	U	1.00	1.00	0.50	1	
Tahngarth's Rage	U	1.00	0.75	0.50	1	
Telethopter	U	1.00	0.75	0.50	1	
Thalakos Dreamsower	U	1.00	0.75	0.50	1	
Thalakos Lowlands	U	1.00	1.00	0.50	1	
Thumbscrews	R	4.00	3.00	3.00	1	
Time Warp	R	14.50	12.00	8.00	4	
Tooth and Claw	R	4.00	3.00	2.49	1	
Torture Chamber	R	4.00	3.00	3.00	2	
Tradewind Rider	R	15.00	10.00	8.00	5	
Trumpeting Armodon	U	1.00	1.00	0.50	1	
Unstable Shapeshifter	R	4.00	4.00	3.00	1	
Vec Townships	U	1.00	0.99	0.50	1	
Verdant Force	R	7.00	6.00	5.00	4	
Verdigris	U	1.00	0.75	0.50	1	
Vhati *il*-Dal	R	4.00	3.00	3.00	1	
Warmth	U	1.00	1.00	0.50	1	
Wasteland	U	2.00	1.00	0.50	3	
Watchdog	U	1.00	1.00	0.50	1	
Whim of Volrath	R	5.00	4.00	3.00	1	
Whispers of the Muse	U	1.25	1.00	0.50	1	
Wild Wurm	U	1.00	0.75	0.50	1	
Wind Dancer	U	1.00	1.00	0.50	1	
Winds of Rath	R	5.00	4.00	4.00	2	
Winter's Grasp	U	1.00	1.00	0.50	1	
Wood Sage	R	4.00	3.00	2.50	1	
Worthy Cause	U	1.00	0.80	0.50	1	

STRONGHOLD

Item		High	Med	Low	TR	+/-
Complete Set		$175	$150	$90.00	3	
Booster Display		93.00	89.00	85.00	3	
Booster Pack		2.99	2.99	2.95	1	
Typical Common		0.25	0.10	0.10	0	
Acidic Sliver	U	$1.00	$1.00	$0.75	1	
Amok	R	4.00	3.00	2.50	1	
Awakening	R	5.00	4.00	3.00	3	
Bottomless Pit	U	1.00	1.00	0.75	1	
Bullwhip	U	1.00	1.00	0.50	1	
Burgeoning	R	5.00	4.00	3.00	1	
Calming Licid	U	1.00	1.00	0.50	1	0.25

THUNDER & LIGHTNING CARDS

WEST

Art Soghomonian

When a new Pokémon set is released, sales of previous sets slow a bit. *English language versions of* ***Pokémon*** *outsell their Japanese counterparts. Fossil is a good example. Once English Fossil was released, the Japanese Fossil sales slowed down. The price of the Japanese cards really limits how much customers are willing or able to buy. When it comes to playing, English is preferred to Japanese.*

The month before a Magic set is released, all Magic sales tend to slow down. *This usually indicates that people are saving up for the new set. About half of our customers complain that sets "seem" to come out so fast that they almost can't keep up. Those same customers are the first ones to rush in and buy the new set.*

Item		High	Med	Low	TR	+/-
Cardassid	R	4.00	3.00	3.00	1	
Constant Mists	U	1.00	1.00	0.50	2	0.25
Contemplation	U	1.00	1.00	0.50	1	
Convulsing Licid	U	1.00	1.00	0.50	1	0.20
Corrupting Licid	U	1.00	1.00	0.50	1	0.25
Crovax The Cursed	R	5.00	4.00	3.00	2	
Crystalline Sliver	U	2.00	1.00	0.75	1	
Dauthi Trapper	U	1.00	0.75	0.50	1	
Dream Halls	R	5.00	4.00	3.00	2	
Elven Rite	U	1.00	0.75	0.50	1	
Ensnaring Bridge	R	6.00	5.00	4.00	4	
Evacuation	R	5.00	4.00	3.00	2	
Fanning the Flames	U	1.00	1.00	0.70	1	
Flame Wave	U	1.00	1.00	0.50	1	
Flowstone Hellion	U	1.00	1.00	0.50	1	0.20
Flowstone Mauler	R	4.00	3.00	3.00	1	
Gliding Licid	U	1.00	1.00	0.50	1	0.25
Grave Pact	R	5.00	5.00	3.00	2	0.51
Heartstone	U	1.00	1.00	0.50	1	
Heat of Battle	U	1.00	1.00	0.50	1	
Hermit Druid	R	5.00	4.00	3.00	3	
Hesitation	U	1.00	1.00	0.50	1	
Hibernation Sliver	U	1.00	1.00	0.50	1	
Hidden Retreat	R	4.00	3.49	3.00	1	
Horn of Greed	R	4.75	3.00	3.00	1	
Hornet Cannon	U	1.00	0.75	0.50	1	
Intruder Alarm	R	4.00	3.00	3.00	1	1.00
Invasion Plans	R	4.00	3.00	3.00	1	
Jinxed Ring	R	4.00	3.00	3.00	1	
Lancers *en*-Kor	U	1.00	1.00	0.50	1	
Mask of the Mimic	U	1.00	1.00	0.50	1	
Megrim	U	1.50	1.00	0.75	1	
Mind Peel	U	1.00	1.00	0.50	1	
Mindwarper	R	4.00	3.00	3.00	2	
Mogg Infestation	R	4.95	4.00	3.00	1	
Mogg Maniac	U	1.00	1.00	0.50	1	
Mortuary	R	4.00	3.25	3.00	1	
Mox Diamond	R	20.00	18.00	15.00	5	
Portcullis	R	5.00	4.00	3.00	3	
Primal Rage	U	1.00	1.00	0.50	1	
Pursuit of Knowledge	R	6.99	5.00	4.00	2	
Ransack	U	1.00	1.00	0.50	1	0.25
Rebound	U	1.00	1.00	0.50	1	
Reins of Power	R	5.00	4.00	3.00	1	
Revenant	R	4.50	4.00	3.00	2	
Rolling Stones	R	5.00	4.00	3.00	1	
Ruination	R	5.00	4.00	3.00	1	
Sacred Ground	R	4.00	4.00	3.00	2	
Scapegoat	U	1.00	0.75	0.50	1	
Shaman *en*-Kor	R	4.00	3.49	3.00	1	0.01
Shard Phoenix	R	6.00	5.00	5.00	4	
Shifting Wall	U	1.00	1.00	0.50	1	
Silver Wyvern	R	5.00	4.00	3.00	3	
Skeleton Scavengers	R	4.00	3.00	3.00	1	
Sliver Queen	R	10.00	10.00	6.00	4	
Soltari Champion	R	5.00	4.00	3.00	2	
Spike Breeder	R	4.00	3.00	3.00	1	
Spike Feeder	U	1.00	1.00	0.50	2	
Spike Soldier	U	1.00	0.80	0.50	1	
Spined Sliver	U	1.00	1.00	0.50	1	
Spitting Hydra	R	4.00	4.00	3.00	2	
Stronghold Assassian	R	5.00	4.00	3.00	3	
Stronghold Taskmaster	U	1.00	0.75	0.50	1	
Sword of the Chosen	R	4.00	3.00	3.00	0	
Temper	U	1.00	1.00	0.50	1	
Tempting Licid	U	1.00	1.00	0.50	1	0.20
Thalakos Deceiver	R	4.00	3.00	3.00	2	
Verdant Touch	R	4.00	4.00	3.00	1	
Victual Sliver	U	1.00	1.00	0.70	1	
Volrath's Gardens	R	4.00	3.00	3.00	1	0.50
Volrath's Laboratory	R	5.00	4.00	3.00	1	
Volrath's Shapeshifter	R	4.95	4.00	3.00	1	
Volrath's Stronghold	R	6.00	5.50	5.00	3	
Walking Dream	U	1.00	0.75	0.50	1	
Wall of Blossoms	U	1.25	1.00	0.75	3	
Wall of Essence	U	1.00	1.00	0.50	1	
Wall of Razors	U	1.00	0.75	0.50	1	
Wall of Souls	U	1.00	1.00	0.50	1	
Wall of Tears	U	1.00	0.90	0.50	1	
Warrior Angel	R	5.00	5.00	3.00	2	
Warrior *en*-Kor	U	1.00	1.00	0.50	1	

EXODUS

Item		High	Med	Low	TR	+/-
Complete Set		$165	$150	$95.00	4	
Booster Display		90.00	85.00	85.00	4	
Booster Pack		2.99	2.99	2.95	3	
Typical Common		0.25	0.10	0.10	0	
Cartographer	U	$1.00	$0.75	$0.50	1	
Cataclysm	R	10.00	7.00	5.00	5	
City of Traitors	R	5.00	4.00	3.00	2	
Coat of Arms	R	8.99	6.95	5.00	3	
Convalescence	R	5.00	3.25	3.00	1	0.25
Crashing Boars	U	1.00	0.80	0.50	1	0.05
Curiosity	U	1.00	1.00	0.50	1	
Dauthi Cutthroat	U	1.00	1.00	0.50	1	
Dauthi Warlord	U	1.00	1.00	0.50	1	
Dominating Licid	R	5.00	4.99	3.00	4	
Elven Palisade	U	1.00	0.75	0.50	1	
Entropic Specter	R	4.00	3.00	3.00	1	
Ephemeron	R	4.50	3.50	3.00	2	
Equilibrium	R	5.00	5.00	3.00	2	
Erratic Portal	R	5.00	4.00	3.00	2	
Ertai, Wizard Adept	R	8.00	7.00	5.00	3	
Exalted Dragon	R	5.00	5.00	4.00	2	
Fighting Chance	R	4.00	3.00	3.00	1	
Flowstone Flood	U	1.00	1.00	0.50	1	0.01
Forbid	U	1.50	1.00	0.70	2	
Fugue	U	1.00	1.00	0.50	1	0.25
Hatred	R	8.00	6.00	5.00	4	
High Ground	U	1.00	1.00	0.50	1	0.01
Keeper of the Beasts	U	1.00	1.00	0.50	1	0.20
Keeper of the Dead	U	1.00	1.00	0.50	1	0.20
Keeper of the Flame	U	1.00	1.00	0.50	1	0.25
Keeper of the Light	U	1.00	1.00	0.50	1	0.25
Keeper of the Mind	U	1.00	1.00	0.50	1	0.25
Killer Whale	U	1.00	1.00	0.50	1	
Limited Resources	R	5.00	4.50	4.00	1	
Mana Breach	U	1.00	1.00	0.50	1	0.01
Manabond	R	4.00	3.00	3.00	1	
Medicine Bag	U	1.00	0.75	0.50	1	
Memory Crystal	R	5.00	4.00	3.00	1	
Mind Maggots	U	1.00	1.00	0.50	1	
Mind Over Matter	R	6.00	5.00	3.00	2	
Mindless Automaton	R	5.00	3.00	3.00	3	
Mirozel	U	1.00	0.80	0.50	1	0.05
Mirri, Cat Warrior	R	6.00	5.00	4.00	3	
Mogg Assassin	U	1.00	1.00	0.50	1	0.25
Monstrous Hound	R	4.00	3.00	3.00	1	
Necrologia	U	1.00	1.00	0.50	1	
Null Brooch	R	6.00	5.00	4.00	3	
Oath of Druids	R	8.00	7.00	5.00	4	
Oath of Ghouls	R	5.00	4.00	3.00	4	
Oath of Lieges	R	4.50	4.00	3.00	1	
Oath of Mages	R	4.00	3.00	3.00	1	
Oath of Scholars	R	4.50	4.00	3.00	1	0.50
Ogre Shaman	R	5.00	4.00	3.00	2	1.00
Paladin *en*-Vec	R	7.00	5.49	5.00	5	0.49
Pandemonium	R	6.50	6.00	5.00	3	
Paroxysm	U	1.00	0.75	0.50	1	
Peace of Mind	U	1.00	1.00	0.50	1	0.25
Pegasus Stampede	U	1.00	1.00	0.50	1	0.25
Penance	U	1.00	1.00	0.50	1	0.01
Pit Spawn	R	5.00	4.00	3.00	1	
Plaguebearer	R	4.00	4.00	3.00	1	
Price of Progress	U	1.00	1.00	0.50	1	
Ravenous Baboons	R	4.50	3.95	3.00	1	0.95
Reconnaissance	U	1.00	1.00	0.50	1	0.25
Recurring Nightmare	R	6.00	5.00	4.25	5	
Resuscitate	U	1.00	0.75	0.50	1	
Sabertooth Wyvern	U	1.00	1.00	0.50	1	0.25
Scalding Salamander	U	1.00	1.00	0.50	1	
Scrivener	U	1.00	1.00	0.50	1	0.25
Seismic Assault	R	5.00	5.00	4.00	3	
Skyshaper	U	1.00	1.00	0.50	1	
Skyshroud Elite	U	1.00	1.00	0.50	1	0.25
Skyshroud War Beast	R	4.50	3.00	3.00	1	
Slaughter	U	1.00	1.00	0.50	1	
Song of Serenity	U	1.00	0.75	0.50	1	
Spellbook	U	1.00	1.00	0.50	1	
Spellshock	U	1.00	1.00	0.50	1	
Sphere of Resistance	R	5.00	4.00	3.00	1	
Spike Cannibal	U	1.00	1.00	0.50	1	0.25
Spike Hatcher	R	4.50	3.25	3.00	2	0.25
Spike Rogue	U	1.00	0.75	0.50	1	
Spike Weaver	R	6.00	5.00	4.00	5	
Survival of the Fittest	R	8.00	6.00	5.00	5	
Thalakos Drifters	R	4.00	3.00	3.00	3	
Thopter Squadron	R	4.00	3.00	3.00	1	
Transmogrifying Licid	U	1.00	0.75	0.50	1	
Treasure Hunter	U	1.00	0.75	0.50	1	
Treasure Trove	U	1.00	1.00	0.50	1	
Volrath's Dungeon	R	4.50	4.00	3.00	1	
Wall of Nets	R	4.00	3.00	3.00	1	
Workhorse	R	4.00	3.00	3.00	1	
Zealots *en*-Dal	U	1.00	0.75	0.50	1	

URZA'S SAGA

Item		High	Med	Low	TR	+/-
Complete Set		$300	$150	$120	3	5.00
Booster Display		97.00	89.00	85.00	3	
Booster Pack		2.99	2.99	2.95	2	
Starter Display		100	95.00	90.00	3	
Starter Deck		9.99	9.99	9.29	2	
Typical Common		0.25	0.10	0.10	0	
Absolute Grace	U	$1.00	$1.00	$0.50	1	
Absolute Law	U	1.00	1.00	0.50	1	
Abundance	R	6.00	5.00	4.00	4	
Abyssal Horror	R	5.00	4.00	3.00	2	
Academy Researchers	U	1.00	1.00	0.50	1	
Acidic Soil	U	1.00	1.00	0.50	1	
Albino Troll	U	1.00	1.00	0.50	1	
Anaconda	U	1.00	1.00	0.50	1	
Angelic Chorus	R	6.00	5.00	4.00	3	
Annul	C	0.35	0.20	0.10	0	
Antagonism	R	4.00	4.00	3.00	2	
Arc Lightning	C	0.35	0.25	0.10	0	
Arcane Laboratory	U	1.40	1.00	0.50	2	
Argothian Elder	U	1.00	1.00	0.50	1	
Argothian Enchantress	R	5.00	5.00	4.00	3	
Argothian Wurm	R	6.00	5.00	4.00	3	
Attunement	R	5.00	4.00	3.00	2	
Back to Basics	R	5.00	4.00	3.00	2	
Barrin, Master Wizard	R	5.00	4.00	3.00	2	
Barrin's Codex	R	4.00	4.00	3.00	2	
Bedlam	R	4.00	3.00	3.00	1	
Bereavement	U	1.00	1.00	0.50	1	
Blanchwood Armor	U	1.00	1.00	0.50	1	
Blasted Landscape	U	1.00	1.00	0.50	1	
Brand	R	4.75	3.00	3.00	2	
Bull Hippo	U	1.00	1.00	0.50	1	
Bulwark	R	4.00	3.00	3.00	2	
Carpet of Flowers	U	1.00	1.00	0.50	1	
Catalog	C	0.30	0.20	0.10	0	
Catastrophe	R	6.00	5.50	5.00	3	
Cathodion	U	1.00	1.00	0.50	1	
Child of Gaea	R	6.00	5.00	4.00	3	
Chimeric Staff	R	5.00	4.00	3.00	2	
Citanul Centaurs	R	5.00	4.00	4.00	4	
Citanul Flute	R	5.00	4.00	3.00	2	
Citanul Hierophants	R	5.00	4.00	3.00	2	
Claws of Gix	U	1.00	1.00	0.50	2	
Clear	U	1.00	1.00	0.50	1	
Confiscate	U	1.00	1.00	0.50	1	
Congregate	C	0.30	0.20	0.10	0	
Contamination	R	5.00	4.00	3.00	2	
Copper Gnomes	R	4.00	4.00	3.00	2	
Cradle Guard	U	1.00	1.00	0.50	1	
Crater Hellion	R	7.00	6.00	4.99	3	1.00
Crazed Skirge	U	1.00	1.00	0.50	1	
Crosswinds	U	1.00	1.00	0.50	1	
Crystal Chimes	U	1.00	1.00	0.50	1	
Dark Hatchling	R	5.00	4.00	3.00	3	
Darkest Hour	R	4.00	4.00	3.00	2	0.99
Defensive Formation	U	1.00	1.00	0.50	1	
Destructive Urge	U	1.00	1.00	0.50	1	
Diabolic Servitude	U	1.00	1.00	0.50	1	
Discordant Dirge	R	4.00	4.00	3.00	2	
Disorder	U	1.00	1.00	0.50	1	
Douse	U	1.00	1.00	0.50	1	
Dragon Blood	U	1.00	1.00	0.50	1	
Drifting Djinn	R	5.00	4.00	3.00	4	
Eastern Paladin	R	5.00	4.00	3.00	2	
Electryte	R	4.75	3.00	3.00	2	1.00
Elite Archers	R	5.00	4.00	3.00	2	
Enchantment Alteration	U	1.00	1.00	0.50	1	
Endless Wurm	R	6.00	5.00	4.00	3	
Endoskeleton	U	1.00	1.00	0.50	1	
Energy Field	R	6.00	5.00	3.50	3	
Exhaustion	U	1.00	1.00	0.50	1	
Exploration	R	5.00	4.00	3.00	2	
Faith Healer	R	4.00	3.25	3.00	2	0.25
Fault Line	R	5.00	4.00	3.00	3	
Fecundity	U	1.00	1.00	0.50	1	
Fertile Ground	C	0.30	0.20	0.10	0	
Fire Ants	U	1.00	1.00	0.50	1	
Flesh Reaver	U	1.00	1.00	0.50	1	
Fluctuator	R	5.00	4.00	3.00	2	
Fog Bank	U	1.00	1.00	0.50	1	
Gaea's Cradle	R	12.00	9.00	7.00	4	
Gaea's Embrace	U	1.00	1.00	0.50	1	
Gamble	R	5.00	4.00	3.00	2	
Gilded Drake	R	5.00	4.00	3.00	3	
Glorious Anthem	R	7.00	5.99	4.00	3	0.49
Goblin Cadets	U	1.00	1.00	0.50	1	
Goblin Lackey	U	1.00	1.00	0.50	1	
Goblin Offensive	U	1.00	1.00	0.50	1	
Grafted Skullcap	R	4.00	4.00	3.00	2	
Great Whale	R	5.00	5.00	4.00	4	
Greater Good	R	5.00	4.00	3.00	2	
Greener Pastures	R	5.00	4.00	3.00	2	
Guma	U	1.00	1.00	0.50	1	
Hawkeater Moth	U	1.00	1.00	0.50	1	
Heat Ray	C	0.30	0.20	0.10	0	
Herald of Serra	R	5.00	4.99	4.00	2	0.24
Hermetic Study	C	0.29	0.20	0.10	0	
Hibernation	U	1.00	1.00	0.50	1	
Hidden Ancients	U	1.00	1.00	0.50	1	
Hidden Guerrillas	U	1.00	1.00	0.50	1	
Hidden Herd	R	4.00	3.00	3.00	2	
Hidden Predators	R	4.00	3.00	3.00	2	
Hidden Stag	R	4.00	3.00	3.00	2	
Hopping Automaton	U	1.00	1.00	0.50	1	
Horseshoe Crab	C	0.29	0.20	0.10	0	
Humble	U	1.00	1.00	0.50	1	
Ill-Gotten Gains	R	5.00	4.00	3.00	3	
Imaginary Pet	R	5.00	3.00	3.00	2	
Intrepid Hero	R	5.00	4.00	3.00	2	
Jagged Lightning	U	1.00	1.00	0.50	1	
Karn, Silver Golem	R	5.00	5.00	4.00	3	
Lifeline	R	8.00	6.00	5.00	4	
Lightning Dragon	R	8.00	7.00	6.00	4	
Lilting Refrain	U	1.00	1.00	0.50	1	
Lingering Mirage	U	1.00	1.00	0.50	1	
Lotus Blossom	R	6.00	5.00	4.00	3	
Lurking Evil	R	4.00	4.00	3.00	2	
Mana Leech	U	1.00	1.00	0.50	1	
Meltdown	U	1.00	1.00	0.50	1	
Metrognome	R	5.00	4.00	3.00	2	
Midsummer Revel	R	4.99	4.00	3.00	2	
Mishra's Helix	R	5.00	5.00	3.00	4	
Mobile Fort	U	1.00	1.00	0.50	1	
Monk Idealist	U	1.00	1.00	0.50	1	
Morphling	R	6.00	5.00	4.00	3	
No Rest for the Wicked	U	1.00	1.00	0.50	1	
Noetic Scales	R	5.00	4.00	3.00	2	
Okk	R	4.00	3.00	3.00	2	
Opal Acrolith	U	1.00	1.00	0.50	1	
Opal Archangel	R	5.00	4.00	3.50	2	
Opal Titan	R	5.00	4.00	3.00	2	
Oppression	R	5.00	4.00	3.00	3	
Order of Yawgmoth	U	1.00	1.00	0.50	1	
Outmaneuver	U	1.00	1.00	0.50	1	
Parasitic Bond	U	1.00	1.00	0.50	1	
Pariah	R	5.00	4.25	4.00	3	0.75
Peregrine Drake	U	1.00	1.00	0.50	2	
Persecute	R	6.00	5.00	4.50	4	
Phyrexian Colossus	R	6.00	5.00	4.00	2	
Phyrexian Processor	R	6.00	5.00	4.00	4	
Phyrexian Tower	R	5.00	4.00	3.00	2	
Pit Trap	U	1.00	1.00	0.50	1	
Planar Birth	R	4.00	4.00	3.00	2	
Planar Void	U	1.00	1.00	0.50	2	
Pouncing Jaguar	C	0.30	0.20	0.10	0	
Presence of the Master	U	1.00	1.00	0.50	1	
Priest of Gix	U	1.00	1.00	0.50	2	
Priest of Titania	C	0.30	0.20	0.10	0	
Purging Scythe	R	5.00	4.00	3.00	2	
Rain of Filth	U	1.00	1.00	0.50	1	
Rain of Salt	U	1.00	1.00	0.50	1	
Recantation	R	4.00	4.00	3.00	2	
Reclusive Wight	U	1.00	1.00	0.50	1	
Redeem	U	1.00	1.00	0.50	1	
Remembrance	R	5.00	4.00	3.00	2	
Reprocess	R	5.00	4.00	3.00	3	
Retaliation	U	1.00	1.00	0.50	1	
Rewind	C	0.29	0.20	0.10	0	
RoP:Artifacts	U	4.00	3.00	1.00	2	
RoP:Black	C	1.00	1.00	0.50	1	
RoP:Lands	R	4.00	1.00	0.10	0	0.70
RoP:Red	C	4.00	3.00	1.00	1	
Rumbling Crescendo	R	5.00	3.00	0.10	0	2.70
Sanctum Guardian	U	1.00	1.00	0.50	1	
Sandbar Serpent	U	1.00	1.00	0.50	1	
Sanguine Guard	U	1.00	1.00	0.50	1	
Scald	U	1.00	1.00	0.50	1	
Scoria Wurm	R	4.00	3.49	3.00	2	
Seasoned Marshal	U	1.00	1.00	0.50	1	
Serra Avatar	R	15.00	12.00	8.00	5	
Serra's Embrace	U	1.00	1.00	0.50	1	
Serra's Hymn	U	1.00	1.00	0.50	1	
Serra's Liturgy	R	4.00	3.00	3.00	2	0.49
Serra's Sanctum	R	5.50	4.50	4.00	2	
Shimmering Barrier	U	1.00	1.00	0.50	1	
Shivan Gorge	R	5.00	4.00	3.00	2	
Shivan Hellkite	R	8.00	6.00	5.00	3	
Shivan Raptor	U	1.00	1.00	0.50	1	
Shiv's Embrace	U	1.00	1.00	0.50	1	
Show and Tell	R	5.00	5.00	4.00	4	
Shower of Sparks	C	0.30	0.20	0.10	0	
Skirge Familiar	U	1.00	1.00	0.50	1	
Sleeper Agent	R	4.00	4.00	3.00	2	
Smokestack	R	5.00	4.00	4.00	4	
Sneak Attack	R	9.99	8.00	6.00	4	
Somnophore	R	5.00	4.00	3.00	2	
Songstitcher	U	1.00	1.00	0.50	1	
Soul Sculptor	R	5.00	4.00	3.00	2	
Spined Fluke	U	1.00	1.00	0.50	1	
Sporogenesis	R	4.00	3.00	3.00	2	
Spreading Algae	U	1.00	1.00	0.50	1	
Steam Blast	U	1.00	1.00	0.50	1	
Stern Proctor	U	1.00	1.00	0.50	1	
Stroke of Genius	R	15.00	10.00	8.00	5	
Sulfuric Vapors	R	4.00	4.00	3.00	2	
Sunder	R	5.00	4.00	3.00	4	
Tainted Æther	R	5.00	4.00	3.00	2	
Telepathy	U	1.00	1.00	0.50	1	
Temporal Aperture	R	5.00	4.00	3.25	3	
Thran Quarry	R	11.00	8.00	6.00	5	
Thran Turbine	U	1.00	1.00	0.50	1	
Thundering Giant	U	1.00	1.00	0.50	1	
Time Spiral	R	15.00	10.00	6.00	5	
Titania's Boon	U	1.00	1.00	0.50	1	
Titania's Chosen	U	1.00	1.00	0.50	1	
Tolarian Academy	R	10.00	6.00	5.00	5	
Torch Song	U	1.00	1.00	0.50	1	
Treefolk Seedlings	U	1.00	1.00	0.50	1	
Turnabout	U	1.00	1.00	0.50	1	
Umbilicus	R	5.00	4.00	3.00	2	
Urza's Armor	U	1.00	1.00	0.50	1	
Vampiric Embrace	U	1.00	1.00	0.50	1	
Vebulid	R	4.00	3.00	3.00	2	
Veiled Apparition	U	1.00	1.00	0.50	1	
Veiled Crocodile	R	5.00	4.00	3.00	3	
Veiled Sentry	U	1.00	1.00	0.50	1	
Vernal Bloom	R	4.00	4.00	3.00	2	
Viashino Sandswimmer	R	4.00	3.00	3.00	2	
Victimize	U	1.00	1.00	0.50	1	
Vile Requiem	U	1.00	1.00	0.50	1	
Voice of Grace	U	1.00	1.00	0.50	1	
Voice of Law	U	1.00	1.00	0.50	1	
Voltaic Key	U	1.00	1.00	0.50	1	
Vug Lizard	U	1.00	1.00	0.50	1	
Wall of Junk	U	1.00	1.00	0.50	1	
War Dance	U	1.00	1.00	0.50	1	
Waylay	U	1.00	1.00	0.50	1	
Western Paladin	R	5.00	4.00	3.00	2	
Whetstone	R	4.49	4.00	3.00	2	
Whirlwind	R	5.00	4.00	3.00	2	
Wildfire	R	5.00	4.00	3.00	2	
Windfall	U	1.00	1.00	0.50	1	
Wirecat	U	1.00	1.00	0.50	1	
Witch Engine	R	4.00	4.00	3.00	2	
Worn Powerstone	U	1.00	1.00	0.50	1	
Worship	R	7.00	6.00	4.50	4	
Yawgmoth's Edict	U	1.00	1.00	0.50	1	
Yawgmoth's Will	R	8.00	6.00	5.00	3	
Zephid	R	5.00	4.00	3.00	3	
Zephid's Embrace	U	1.00	1.00	0.50	1	

URZA'S LEGACY

Item		High	Med	Low	TR	+/-
Complete Set		$125	$95.00	$55.00	3	20.00
Booster Display		95.00	89.00	85.00	4	
Booster Pack		3.00	2.99	2.95	1	
Typical Common		0.25	0.10	0.10	0	
Angel's Trumpet	U	$1.00	$1.00	$0.50	1	0.20
Anthroplasm	R	5.00	4.00	3.00	2	
Archivist	R	5.99	5.00	3.00	4	1.00
Avalanche Riders	U	1.00	1.00	0.99	1	
Beast of Burden	R	5.00	4.00	3.00	2	
Blessed Reversal	R	4.00	4.00	3.00	2	
Bloated Toad	U	1.00	1.00	0.50	1	
Bone Shredder	U	1.00	1.00	0.50	1	
Brink of Madness	R	5.00	4.00	3.00	2	1.00
Crawlspace	R	4.99	4.00	3.00	2	
Damping Engine	R	4.99	4.00	3.00	2	0.50
Darkwatch Elves	U	1.00	1.00	0.50	1	
Defense Grid	R	6.00	5.00	4.00	4	
Defense of the Heart	R	5.00	4.50	4.00	4	0.50
Delusions of Mediocrity	R	4.00	3.00	3.00	2	
Deranged Hermit	R	6.00	5.00	4.00	4	
Engineered Plague	U	1.00	1.00	0.50	1	
Eviscerator	R	5.00	4.00	3.00	2	
Faerie Conclave	U	1.00	1.00	0.75	1	
Fleeting Image	R	5.00	4.00	3.00	2	
Forbidding Watchtower	U	1.00	1.00	0.75	1	
Gang of Elk	U	1.00	1.00	0.50	1	
Ghitu Encampment	U	1.00	1.00	0.80	1	
Ghitu Fire-Eater	U	1.00	1.00	0.50	1	
Ghitu War Cry	U	1.00	1.00	0.50	1	
Goblin Welder	R	4.00	3.00	3.00	2	
Grim Monolith	R	5.00	4.00	3.00	3	
Harmonic Convergence	U	1.00	1.00	0.50	1	
Hidden Gibbons	R	5.00	4.00	3.00	3	
Hope and Glory	U	1.00	1.00	0.50	1	
Impending Disaster	R	5.00	4.00	3.00	3	

Item		High	Med	Low	TR	+/-
Iron Maiden	R	5.00	4.00	3.00	3	0.50
Jhoira's Toolbox	U	1.00	1.00	0.50	1	
Karmic Guide	R	5.00	4.00	3.00	3	
King Crab	U	1.00	1.00	0.50	1	
Knighthood	U	1.00	1.00	0.50	1	
Last-Ditch Effort	U	1.00	1.00	0.50	1	
Levitation	U	1.00	1.00	0.50	1	
Lone Wolf	U	1.00	1.00	0.50	1	
Lurking Skirge	R	4.00	3.00	3.00	3	
Martyr's Cause	U	1.00	1.00	0.50	1	
Memory Jar	R	5.00	4.00	3.00	4	
Might of Oaks	R	8.00	6.00	5.00	5	
Molten Hydra	R	5.00	4.00	3.00	3	1.00
Mother of Runes	U	1.00	1.00	0.75	1	
Multani, Maro-Sorcerer	R	8.00	7.00	6.00	5	
Multani's Presence	U	1.00	1.00	0.50	1	
No Mercy	R	6.00	5.00	5.00	4	
Opal Avenger	R	4.00	3.00	3.00	2	
Opportunity	U	1.00	1.00	0.50	1	
Palinchron	R	7.00	6.00	5.00	5	
Peace and Quiet	U	1.00	1.00	0.50	1	
Phyrexian Defiler	U	1.00	1.00	0.50	1	
Phyrexian Plaguelord	R	5.00	4.00	3.00	2	
Phyrexian Reclamation	U	1.00	1.00	0.50	1	
Planar Collapse	R	6.00	5.00	4.00	4	
Purify	R	5.00	4.00	3.00	2	0.25
Pyromancy	R	6.00	5.00	3.00	3	
Quicksilver Amulet	R	5.99	4.50	3.00	3	
Rack and Ruin	U	1.00	1.00	0.50	1	
Radiant, Archangel	R	8.00	6.00	5.00	5	
Radiant's Dragoons	U	1.00	1.00	0.50	1	
Rank and File	U	1.00	1.00	0.50	1	
Raven Familiar	U	1.00	1.00	0.50	1	
Rebuild	U	1.00	1.00	0.50	1	
Ring of Gix	R	8.00	7.00	5.00	5	
Rivalry	R	5.00	3.49	3.00	2	0.49
Scrapheap	R	4.00	3.00	3.00	2	
Second Chance	R	7.00	5.00	4.00	5	0.25
Shivan Phoenix	R	6.00	5.49	4.00	4	
Spawning Pool	U	1.00	1.00	0.50	1	
Subversion	R	5.00	4.00	3.00	2	
Sustainer of the Realm	U	1.00	1.00	0.50	1	
Tethered Skirge	U	1.00	1.00	0.50	1	
Thran Lens	R	5.00	4.00	3.00	2	1.00
Thran War Machine	U	1.00	1.00	0.50	1	
Thran Weaponry	R	4.00	3.00	3.00	2	
Ticking Gnomes	U	1.00	1.00	0.50	1	
Tinker	U	1.00	1.00	0.50	1	
Treacherous Link	U	1.00	1.00	0.50	1	
Treetop Village	U	1.00	1.00	0.80	1	
Urza's Blueprints	R	5.00	4.00	3.00	2	
Viashino Cutthroat	U	1.00	1.00	0.50	1	
Viashino Heretic	U	1.00	1.00	0.50	1	
Walking Sponge	U	1.00	1.00	0.50	1	
Weatherseed Treefolk	R	6.00	5.00	4.00	3	
Wheel of Torture	R	4.25	4.00	3.00	2	1.00
Wing Snare	U	1.00	1.00	0.50	1	

URZA'S LEGACY (FOIL SUBSET)

Item		High	Med	Low	TR	+/-
Complete Set		$2,500	$2,500	$1,500	5	
Typical Common		4.00	3.00	2.00	2	
Angel's Trumpet	U	$6.00	$5.00	$3.00	5	
Anthroplasm	R	20.00	12.00	10.00	5	3.00
Archivist	R	20.00	15.00	10.00	5	4.95
Avalanche Riders	U	10.00	8.00	5.00	5	0.95
Beast of Burden	R	20.00	12.00	10.00	5	3.00
Blessed Reversal	R	20.00	12.00	10.00	5	3.00
Bloated Toad	U	10.00	5.00	4.00	5	
Bone Shredder	U	10.00	6.00	5.00	5	1.00
Brink of Madness	R	20.00	12.00	10.00	5	3.00
Crawlspace	R	20.00	12.00	10.00	5	3.00
Damping Engine	R	20.00	12.00	10.00	5	1.00
Darkwatch Elves	U	8.00	5.00	3.00	5	
Defense Grid	R	25.00	20.00	10.00	5	
Defense of the Heart	R	24.00	14.00	10.00	5	1.00
Delusions of Mediocrity	R	20.00	13.00	10.00	5	2.99
Deranged Hermit	R	30.00	20.00	10.00	5	
Engineered Plague	U	10.00	6.00	5.00	5	
Eviscerator	R	20.00	12.00	10.00	5	
Faerie Conclave	U	9.99	6.00	5.00	5	2.00
Fleeting Image	R	20.00	12.00	10.00	5	3.00
Forbidding Watchtower	U	10.00	5.00	5.00	5	
Gang of Elk	U	8.00	5.00	4.00	5	
Ghitu Encampment	U	8.00	5.95	5.00	5	1.05
Ghitu Fire-Eater	U	8.00	5.00	4.00	5	
Ghitu War Cry	U	8.00	5.00	4.00	5	
Goblin Welder	R	20.00	12.00	10.00	5	
Grim Monolith	R	25.00	20.00	10.00	5	
Harmonic Convergence	U	8.00	5.00	4.00	5	
Hidden Gibbons	R	20.00	13.00	10.00	5	2.00
Hope and Glory	U	8.00	5.00	4.00	5	
Impending Disaster	R	20.00	14.00	10.00	5	1.00
Iron Maiden	R	20.00	12.00	10.00	5	1.00
Jhoira's Toolbox	U	10.00	5.00	4.00	5	
Karmic Guide	R	23.00	15.00	10.00	5	3.00
King Crab	U	8.00	5.00	4.00	5	
Knighthood	U	10.00	5.00	4.00	5	
Last-Ditch Effort	U	8.00	5.00	4.00	5	
Levitation	U	8.00	5.00	4.00	5	
Lone Wolf	U	8.00	5.00	3.00	5	
Lurking Skirge	R	20.00	12.00	10.00	5	
Martyr's Cause	U	8.00	5.00	4.00	5	
Memory Jar	R	20.00	14.00	10.00	5	1.00
Might of Oaks	R	30.00	25.00	10.00	5	
Molten Hydra	R	20.00	15.00	10.00	5	
Mother of Runes	U	10.00	5.95	5.00	5	1.05
Multani, Maro-Sorcerer	R	25.00	16.25	10.00	5	3.70
Multani's Presence	U	8.00	5.00	4.00	5	
No Mercy	R	25.00	20.00	10.00	5	
Opal Avenger	R	20.00	12.00	10.00	5	
Opportunity	U	10.00	5.00	4.00	5	
Palinchron	R	35.00	20.00	10.00	5	
Peace and Quiet	U	10.00	5.00	4.00	5	
Phyrexian Defiler	U	8.00	5.00	3.00	5	
Phyrexian Plaguelord	R	20.00	15.00	10.00	5	
Phyrexian Reclamation	U	8.00	5.00	3.00	5	
Planar Collapse	R	24.00	20.00	10.00	5	
Purify	R	20.00	12.00	10.00	5	3.00
Pyromancy	R	25.00	15.00	10.00	5	4.95
Quicksilver Amulet	R	20.00	12.00	10.00	5	3.00
Rack and Ruin	U	10.00	5.00	4.00	5	
Radiant, Archangel	R	30.00	20.00	10.00	5	
Radiant's Dragoons	U	10.00	6.00	5.00	5	1.00
Rancor	C	5.00	3.00	2.00	4	0.95
Rank and File	U	8.00	5.00	3.00	5	
Raven Familiar	U	8.00	5.00	4.00	5	
Rebuild	U	8.00	5.00	4.00	5	
Ring of Gix	R	50.00	28.00	10.00	5	
Rivalry	R	20.00	12.00	10.00	5	3.00
Scrapheap	R	20.00	12.00	10.00	5	3.00
Second Chance	R	25.00	15.00	10.00	5	
Shivan Phoenix	R	25.00	15.00	10.00	5	
Spawning Pool	U	8.00	5.00	4.00	5	
Subversion	R	20.00	12.00	10.00	5	3.00
Sustainer of the Realm	U	8.00	5.00	4.00	5	
Tethered Skirge	U	8.00	5.00	4.00	5	
Thran Lens	R	20.00	15.00	10.00	5	
Thran War Machine	U	8.00	5.00	3.00	5	
Thran Weaponry	R	20.00	12.00	10.00	5	1.00
Ticking Gnomes	U	8.00	5.00	5.00	5	
Tinker	U	8.49	6.00	5.00	5	2.00
Treacherous Link	U	8.00	5.00	4.00	5	
Treetop Village	U	10.00	6.00	5.00	5	2.00
Urza's Blueprints	R	20.00	14.00	10.00	5	1.00
Viashino Cutthroat	U	10.00	5.00	4.00	5	
Viashino Heretic	U	8.00	5.00	4.00	5	1.00
Walking Sponge	U	8.00	5.00	4.00	5	
Weatherseed Treefolk	R	25.00	20.00	10.00	5	
Wheel of Torture	R	20.00	12.00	10.00	5	
Wing Snare	U	10.00	5.00	4.00	5	

URZA'S DESTINY

Item		High	Med	Low	TR	+/-
Complete Set		$150	$125	$95.00	4	
Booster Pack		2.99	2.99	2.99	3	
Booster Display		95.00	90.00	85.00	3	
Typical Common		0.25	0.10	0.10	0	
Academy Rector	R	$5.00	$4.00	$3.00	5	
Æther Sting	U	1.00	1.00	0.50	1	
Ancient Silverback	R	5.00	4.00	3.00	4	
Apprentice Necromancer	R	5.00	4.00	3.00	3	
Archery Training	U	1.00	1.00	0.50	1	
Attrition	R	5.00	4.00	3.00	3	
Aura Thief	R	5.00	4.00	3.00	4	
Blizzard Elemental	R	5.00	4.00	3.00	3	
Bloodshot Cyclops	R	5.00	4.00	3.00	3	
Body Snatcher	R	5.00	3.00	3.00	3	0.99
Braidwood Cup	U	1.00	1.00	0.50	1	
Braidwood Sextant	U	1.00	1.00	0.50	1	
Brass Secretary	U	1.00	1.00	0.50	1	
Brine Seer	U	1.00	1.00	0.50	2	
Caltrops	U	1.00	1.00	0.50	1	
Carnival of Souls	R	4.00	3.00	3.00	3	
Cinder Seer	U	1.00	1.00	0.50	2	
Compost	U	1.00	1.00	0.50	1	
Covetous Dragon	R	7.00	6.00	5.00	5	
Disappear	U	1.00	1.00	0.50	1	
Donate	R	5.00	3.50	3.00	3	0.49
Elvish Piper	R	5.00	4.99	4.00	3	
Emperor Crocodile	R	7.50	6.00	5.00	5	
Encroach	U	1.00	1.00	0.50	1	
Eradicate	U	1.00	1.00	0.65	2	
Extruder	U	1.00	1.00	0.50	1	
False Prophet	R	6.75	5.00	4.00	3	
Festering Wound	U	1.00	1.00	0.50	1	
Flicker	R	5.00	4.00	2.50	3	
Fodder Cannon	U	1.00	1.00	0.50	1	
Gamekeeper	U	1.00	1.00	0.50	1	
Goblin Berserker	U	1.00	1.00	0.50	1	
Goblin Festival	R	4.00	3.00	2.99	3	
Goblin Marshal	R	5.00	3.99	3.00	5	0.01
Hunting Moa	U	1.00	1.00	0.50	2	
Impatience	R	4.00	3.00	3.00	3	
Incendiary	U	1.00	1.00	0.50	1	
Iridescent Drake	U	1.00	1.00	0.50	1	
Ivy Seer	U	1.00	1.00	0.50	2	
Jasmine Seer	U	1.00	1.00	0.50	2	
Junk Diver	R	5.00	3.00	3.00	3	
Keldon Champion	U	1.00	1.00	0.50	1	
Landslide	U	1.00	1.00	0.50	1	
Lurking Jackals	U	1.00	1.00	0.50	1	
Mantis Engine	U	1.00	1.00	0.50	1	
Master Healer	R	5.00	4.00	3.00	3	
Masticore	R	10.00	8.00	5.00	3	
Metalworker	R	5.00	4.00	3.00	4	
Metathran Elite	U	1.00	1.00	0.50	1	
Momentum	U	1.00	1.00	0.50	1	
Nightshade Seer	U	1.00	1.00	0.50	2	
Opalescence	R	5.00	4.00	3.00	5	
Opposition	R	5.00	5.00	4.00	3	
Pattern of Rebirth	R	5.00	4.00	3.00	3	
Phyrexian Negator	R	5.00	5.00	4.00	4	
Plague Dogs	U	1.00	1.00	0.50	1	
Plow Under	R	5.00	4.00	3.00	3	
Powder Keg	R	8.00	6.00	4.00	4	
Private Research	U	1.00	1.00	0.50	1	
Quash	U	1.00	1.00	0.50	1	
Rapid Decay	R	5.00	3.00	3.00	3	
Rayne, Academy Chancellor	R	5.00	4.00	3.00	4	
Repercussion	R	5.00	3.99	3.00	3	
Replenish	R	6.00	5.00	3.99	4	
Rofellos, Llanowar Emissary	R	6.25	6.00	5.00	4	
Sanctimony	U	1.00	1.00	0.50	1	
Scour	U	1.00	1.00	0.50	1	
Scrying Glass	R	5.00	3.99	3.00	3	0.01
Serra Advocate	U	1.00	1.00	0.50	1	
Soul Feast	U	1.00	1.00	0.50	1	
Sowing Salt	U	1.00	1.00	0.50	2	
Splinter	U	1.00	1.00	0.50	2	
Storage Matrix	R	5.00	4.00	3.00	4	
Temporal Adept	R	6.00	5.00	4.00	3	
Tethered Griffin	R	5.00	4.00	3.00	4	
Thieving Magpie	U	1.00	1.00	0.50	2	
Thorn Elemental	R	7.00	6.00	5.00	5	
Thran Dynamo	U	1.00	1.00	0.50	1	
Thran Foundry	U	1.00	1.00	0.50	1	
Thran Golem	R	5.00	4.00	3.00	4	1.00
Treachery	R	6.00	5.00	4.00	4	0.50
Urza's Incubator	R	5.00	4.00	3.00	3	
Voice of Duty	U	1.00	1.00	0.50	1	
Voice of Reason	U	1.00	1.00	0.50	1	
Wake of Destruction	R	6.00	4.00	3.00	4	1.00
Yavimaya Enchantress	U	1.00	1.00	0.50	1	
Yavimaya Hollow	R	6.00	5.00	4.00	4	
Yawgmoth's Bargain	R	9.00	8.00	7.00	5	

URZA'S DESTINY (FOIL SUBSET)

Item		High	Med	Low	TR	+/-
Complete Set		$2,300	$2,300	$2,000	5	
Typical Common		3.95	3.00	2.00	2	
Academy Rector	R	$20.00	$15.00	$10.00	5	
Æther Sting	U	8.00	5.00	4.00	4	
Ancient Silverback	R	20.00	15.00	10.00	4	
Apprentice Necromancer	R	20.00	15.00	10.00	4	
Archery Training	U	8.00	5.00	4.00	4	
Attrition	R	20.00	15.00	10.00	4	
Aura Thief	R	20.00	15.00	10.00	4	
Blizzard Elemental	R	20.00	15.00	10.00	4	
Bloodshot Cyclops	R	20.00	15.00	10.00	4	
Body Snatcher	R	20.00	13.00	10.00	4	
Braidwood Cup	U	8.00	5.00	4.00	4	
Braidwood Sextant	U	8.00	5.00	4.00	4	
Brass Secretary	U	8.00	5.00	4.00	4	
Brine Seer	U	8.00	5.00	4.00	4	
Caltrops	U	8.00	6.00	5.00	4	
Capashen Knight	C	3.99	3.00	2.00	4	
Carnival of Souls	R	20.00	13.00	10.00	4	2.00
Cinder Seer	U	8.00	5.00	4.00	4	
Compost	U	8.00	5.00	4.00	4	
Covetous Dragon	R	30.00	20.00	13.00	5	
Disappear	U	8.00	5.00	4.00	4	
Donate	R	20.00	15.00	10.00	4	
Elvish Piper	R	24.00	15.00	10.00	4	
Emperor Crocodile	R	35.00	20.00	10.00	5	
Encroach	U	8.00	5.00	4.00	4	
Eradicate	U	10.00	7.00	5.00	4	
Extruder	U	8.00	5.00	4.00	4	
False Prophet	R	28.00	15.00	10.00	4	
Festering Wound	U	8.00	5.00	4.00	4	
Flame Jet	C	4.00	3.00	2.00	4	
Flicker	R	20.00	15.00	10.00	4	
Fodder Cannon	U	8.00	5.00	4.00	4	
Gamekeeper	U	8.00	5.00	4.00	4	
Goblin Berserker	U	8.00	5.00	4.00	4	
Goblin Festival	R	19.95	13.00	10.00	4	
Goblin Marshal	R	20.00	13.00	10.00	5	
Heart Warden	C	3.99	3.00	2.00	4	
Hunting Moa	U	8.95	6.00	5.00	4	1.00
Impatience	R	20.00	13.00	10.00	4	
Incendiary	U	8.00	5.00	4.00	4	
Iridescent Drake	U	8.00	6.00	4.00	4	
Ivy Seer	U	8.00	5.00	4.00	4	
Jasmine Seer	U	8.00	5.00	4.00	4	
Junk Diver	R	20.00	15.00	8.00	4	
Keldon Champion	U	8.00	6.00	5.00	4	
Keldon Vandals	C	4.00	3.00	2.00	4	
Landslide	U	8.00	6.00	4.50	4	
Lurking Jackals	U	8.00	5.00	4.00	4	
Mantis Engine	U	8.00	5.00	4.00	4	
Mask of Law and Grace	C	3.99	3.00	2.00	4	
Master Healer	R	20.00	15.00	10.00	4	
Masticore	R	40.00	20.00	15.00	4	
Metalworker	R	20.00	15.00	10.00	4	
Metathran Elite	U	8.00	5.00	4.00	4	
Momentum	U	8.00	5.00	4.00	4	
Nightshade Seer	U	8.00	5.00	4.00	4	
Opalescence	R	20.00	15.00	10.00	5	
Opposition	R	20.00	15.00	10.00	4	
Pattern of Rebirth	R	20.00	15.00	10.00	4	
Phyrexian Monitor	C	4.00	3.00	2.00	4	
Phyrexian Negator	R	25.00	18.00	10.00	4	
Plague Dogs	U	8.00	5.00	4.00	4	
Plated Spider	C	4.00	3.00	2.00	4	
Plow Under	R	20.00	13.00	8.00	4	
Powder Keg	R	35.00	20.00	12.00	4	
Private Research	U	8.00	5.00	4.00	4	
Quash	U	8.00	6.00	5.00	4	
Rapid Decay	R	20.00	13.00	9.00	4	
Ravenous Rats	C	4.00	3.00	2.00	4	
Rayne, Academy Chancellor	R	20.00	14.00	10.00	4	
Reckless Abandon	C	5.00	3.00	2.00	4	
Repercussion	R	20.00	12.00	7.00	4	
Replenish	R	25.00	20.00	10.00	4	
Rescue	C	4.00	3.00	2.00	4	
Rofellos, Llanowar Emissary	R	30.00	20.00	10.00	4	
Rofellos's Gift	C	4.00	3.00	2.00	4	
Sanctimony	U	7.50	5.00	3.00	4	
Scent of Brine	C	4.00	3.00	2.00	4	
Scent of Cinder	C	4.00	3.00	2.00	4	
Scent of Ivy	C	4.00	3.00	2.00	4	
Scent of Jasmine	C	4.00	3.00	2.00	4	
Scent of Nightshade	C	4.00	3.00	2.00	4	
Scour	U	8.00	5.00	3.95	4	
Scrying Glass	R	20.00	15.00	8.95	4	
Serra Advocate	U	8.00	5.00	4.00	4	
Sigil of Sleep	C	4.00	3.00	2.00	4	
Skittering Horror	C	4.00	3.00	2.00	4	
Soul Feast	U	7.50	5.00	3.95	4	
Sowing Salt	U	8.00	5.00	4.00	4	
Splinter	U	8.00	5.00	5.00	4	
Squirming Mass	C	4.00	3.00	2.00	4	
Storage Matrix	R	20.00	13.00	10.00	4	
Taunting Elf	C	4.00	3.00	2.00	4	
Temporal Adept	R	20.00	15.00	7.00	4	
Tethered Griffin	R	20.00	12.00	10.00	4	
Thieving Magpie	U	10.00	8.00	5.00	4	
Thorn Elemental	R	35.00	20.00	10.00	5	
Thran Dynamo	U	8.00	5.00	4.00	4	
Thran Foundry	U	8.00	6.00	5.00	4	
Thran Golem	R	20.00	15.00	10.00	4	
Treachery	R	26.00	20.00	12.00	4	
Urza's Incubator	R	20.00	13.00	10.00	4	
Voice of Duty	U	8.00	5.00	4.00	4	
Voice of Reason	U	8.00	5.00	4.00	4	
Wake of Destruction	R	22.00	19.95	10.00	4	
Wall of Glare	C	4.00	3.00	2.00	4	
Yavimaya Elder	C	4.00	3.00	2.00	4	
Yavimaya Enchantress	U	8.00	5.00	4.00	4	
Yavimaya Hollow	R	24.00	15.00	10.00	4	
Yawgmoth's Bargain	R	48.00	30.00	13.00	5	

MERCADIAN MASQUES

Item		High	Med	Low	TR	+/-
Complete Set		$275	$275	$175	3	
Booster Pack		3.29	3.29	3.25	4	
Booster Display		95.00	90.00	85.00	4	
Tounament Deck		9.99	9.99	9.50	3	
Tournament Display		105	105	85.00	3	
Typical Common		0.25	0.10	0.10	0	
Aerial Caravan	R	$4.00	$4.00	$3.00	4	
Afterlife	U	1.00	0.60	0.50	1	
Armistice	R	4.00	4.00	3.00	3	
Arms Dealer	U	1.00	0.75	0.50	1	0.15
Arrest	U	1.00	0.75	0.50	1	0.15
Assembly Hall	R	4.00	4.00	3.00	4	
Ballista Squad	U	1.00	0.60	0.50	1	0.15
Barbed Wire	U	1.00	0.75	0.50	1	0.25
Bargaining Table	R	5.00	4.00	4.00	4	
Battle Squadron	R	5.00	4.00	3.00	5	
Bifurcate	R	5.00	5.00	3.00	5	
Black Market	R	4.00	4.00	3.00	4	
Blood Hound	R	4.00	4.00	3.00	3	
Blood Oath	R	4.00	4.00	3.00	4	
Boa Constrictor	U	1.00	0.60	0.50	1	
Brawl	R	5.00	4.00	3.00	5	
Briar Patch	U	1.00	0.75	0.50	1	0.25
Bribery	R	8.00	5.00	4.00	5	
Cackling Witch	U	1.00	1.00	0.50	1	0.40
Caller of the Hunt	R	4.00	4.00	3.00	4	
Cateran Enforcer	U	1.00	1.00	0.75	1	
Cateran Kidnappers	U	1.00	1.00	0.50	1	
Cateran Overlord	R	5.00	4.00	3.00	5	1.00
Cateran Slaver	R	5.00	4.00	3.00	4	
Cateran Summons	U	1.00	0.60	0.50	1	
Caustic Wasps	U	1.00	1.00	0.50	1	
Cave-In	R	5.00	4.00	3.00	5	1.00
Chambered Nautilus	U	1.00	0.60	0.50	1	
Chameleon Spirit	U	1.00	1.00	0.50	1	
Charisma	R	5.00	4.00	3.00	5	1.00
Charmed Griffin	U	1.00	1.00	0.50	1	
Cho-Arrim Alchemist	R	4.00	4.00	3.00	3	
Cho-Arrim Bruiser	R	4.00	4.00	3.00	3	
Cho-Arrim Legate	U	1.00	1.00	0.50	1	0.40
Cho-Manno, Revolutionary	R	5.00	4.00	4.00	5	1.00
Cinder Elemental	U	1.00	1.00	0.50	1	0.40
Clear the Land	R	5.00	4.00	3.00	4	
Close Quarters	U	1.00	0.60	0.50	1	
Coastal Piracy	U	1.00	0.80	0.50	1	0.20
Collective Unconscious	R	6.00	5.00	4.00	5	
Common Cause	R	4.00	3.00	3.00	4	1.00
Conspiracy	R	4.00	4.00	3.00	4	
Cornered Market	R	4.00	4.00	4.00	4	
Corrupt Official	R	5.00	4.00	3.00	3	
Cowardice	R	5.00	4.00	3.00	4	
Crackdown	R	5.00	4.00	3.00	5	1.00
Crag Saurian	R	4.00	4.00	3.00	4	
Credit Voucher	U	1.00	1.00	0.50	1	0.40
Crenellated Wall	U	1.00	0.75	0.50	1	0.15
Crooked Scales	R	4.00	4.00	3.00	4	
Crumbling Sanctuary	R	4.00	4.00	3.00	5	1.00
Customs Depot	U	1.00	0.75	0.50	1	0.15
Dawnstrider	R	5.00	4.00	3.00	4	
Deathgazer	U	1.00	0.75	0.50	1	0.15
Deepwood Elder	R	4.00	4.00	3.00	3	
Deepwood Legate	U	1.00	0.75	0.50	1	0.15
Deepwood Tantiv	U	1.00	0.75	0.50	1	0.15
Delraich	R	5.00	4.00	2.50	5	
Desert Twister	U	1.00	0.60	0.50	1	
Diplomatic Escort	U	1.00	0.75	0.50	1	0.15
Distorting Lens	R	4.00	3.00	2.00	4	1.00
Dust Bowl	R	5.00	5.00	4.00	5	
Embargo	R	4.00	4.00	3.00	3	
Energy Flux	U	1.00	0.75	0.50	1	0.15
Enslaved Horror	U	1.00	1.00	0.50	1	
Erithizon	R	4.00	4.00	3.00	3	
Extortion	R	4.00	4.00	3.00	3	
Extravagant Spirit	R	4.00	4.00	3.00	4	1.00
Eye of Ramos	R	5.00	4.00	3.00	4	
False Demise	U	1.00	1.00	0.50	1	
Flailing Manticore	R	4.00	4.00	3.00	3	
Flailing Ogre	U	1.00	0.60	0.50	1	
Food Chain	R	5.00	4.00	3.00	4	
Forced March	R	5.00	4.00	3.00	4	
Foster	R	4.00	4.00	3.00	4	
Fountain of Cho	U	1.00	1.00	0.50	1	
Fountain Watch	R	4.00	4.00	3.00	4	
Game Preserve	R	5.00	4.00	3.00	4	1.00
General's Regalia	R	4.00	3.00	2.00	3	1.00
Ghoul's Feast	U	1.00	1.00	0.50	1	0.40

Item		High	Med	Low	TR	+/-
Glowing Anemone	U	1.00	0.60	0.50	1	
Groundskeeper	U	1.00	0.75	0.50	1	0.25
Hammer Mage	U	1.00	0.75	0.50	1	0.25
Haunted Crossroads	U	1.00	0.75	0.50	1	0.25
Heart of Ramos	R	5.00	4.00	2.00	4	
Henge Guardian	U	1.00	0.60	0.50	1	
Henge of Ramos	U	1.00	0.75	0.50	1	0.15
Hickory Woodlot	C	0.50	0.20	0.10	0	0.05
High Market	R	4.00	3.00	2.00	4	1.00
High Seas	U	1.00	0.60	0.50	1	
Hired Giant	U	1.00	1.00	0.50	1	
Honor the Fallen	R	4.00	4.00	2.00	4	
Horn of Plenty	R	5.00	4.00	3.00	4	1.00
Horn of Ramos	R	4.00	4.00	3.00	4	
Hunted Wumpus	U	1.00	0.75	0.50	1	0.15
Ignoble Soldier	U	1.00	0.75	0.50	1	0.25
Indentured Djinn	U	1.00	1.00	0.50	1	
Instigator	R	4.00	3.00	2.00	3	1.00
Intimidation	U	1.00	1.00	0.50	1	
Iron Lance	U	1.00	0.60	0.50	1	
Ivory Mask	R	5.00	4.00	3.00	5	1.00
Jeweled Torque	U	1.00	0.75	0.50	1	0.25
Jhovall Queen	R	5.00	4.00	3.00	5	1.00
Jhovall Rider	U	1.00	1.00	0.50	1	
Karn's Touch	R	4.00	4.00	3.00	3	
Kris Mage	C	0.50	0.20	0.10	0	0.05
Kyren Archive	R	4.00	4.00	3.00	4	
Kyren Legate	U	1.00	1.00	0.50	1	
Kyren Negotiations	U	1.00	0.90	0.50	1	
Kyren Toy	R	4.00	4.00	2.00	4	
Larceny	U	1.00	0.75	0.50	1	0.15
Last Breath	U	1.00	1.00	0.50	1	
Lava Runner	R	4.00	4.00	2.00	4	
Ley Line	U	1.00	0.75	0.50	1	0.25
Liability	R	4.00	3.00	3.00	3	1.00
Lithophage	R	4.00	4.00	3.00	4	
Lumbering Satyr	U	1.00	0.75	0.50	1	0.15
Lure	U	1.00	0.60	0.50	1	
Magistrate's Scepter	R	5.00	4.00	2.00	5	1.00
Magistrate's Veto	U	1.00	0.75	0.50	1	0.25
Megatherium	R	5.00	4.00	3.00	4	
Mercadia's Downfall	U	1.00	0.75	0.50	1	0.15
Mercadian Atlas	R	5.00	4.00	3.00	5	1.00
Mercadian Bazaar	U	1.00	1.00	0.50	1	
Mercadian Lift	R	5.00	4.00	3.00	4	
Midnight Ritual	R	5.00	4.00	3.00	4	
Misdirection	R	6.00	5.00	4.00	5	
Molting Harpy	U	1.00	0.90	0.50	1	
Monkey Cage	R	4.00	4.00	2.00	4	
Moonlit Wake	U	1.00	0.75	0.50	1	0.25
Muzzle	C	0.50	0.20	0.10	0	0.05
Natural Affinity	R	5.00	4.00	3.00	4	
Nether Spirit	R	4.00	4.00	2.00	3	
Noble Purpose	U	1.00	1.00	0.50	1	
Notorious Assassin	R	5.00	4.00	3.00	5	1.00
Ogre Taskmaster	U	1.00	0.60	0.50	1	
Overtaker	R	5.00	4.00	3.00	5	1.00
Panacea	U	1.00	0.75	0.50	1	0.25
Pangosaur	R	4.00	4.00	3.00	4	
Power Matrix	R	4.00	4.00	2.00	4	
Pretender's Claim	U	1.00	0.50	0.50	1	0.10
Primeval Shambler	U	1.00	0.60	0.50	1	
Puffer Extract	U	1.00	1.00	0.50	1	
Pulverize	R	4.00	4.00	3.00	3	
Puppet's Verdict	R	4.00	3.00	2.00	4	1.00
Putrefaction	U	1.00	0.75	0.50	1	0.15
Quagmire Lamprey	U	1.00	1.00	0.50	1	
Rain of Tears	U	1.00	1.00	0.50	1	
Ramosian Captain	U	1.00	0.80	0.50	1	0.20
Ramosian Commander	U	1.00	0.60	0.50	1	
Ramosian Sky Marshal	R	4.00	3.00	2.00	4	1.00
Rappelling Scouts	R	4.00	3.00	3.00	3	1.00
Remote Farm	C	0.50	0.15	0.10	0	
Renounce	U	1.00	0.75	0.50	1	0.15
Reverent Mantra	R	5.00	4.00	2.00	4	
Revive	U	1.00	0.60	0.50	1	
Righteous Aura	U	1.00	0.75	0.50	1	0.15
Righteous Indignation	U	1.00	0.75	0.50	1	0.15
Rishadan Brigand	R	4.00	3.00	2.00	3	1.00
Rishadan Footpad	U	1.00	1.00	0.50	1	
Rishadan Pawnshop	R	4.00	4.00	3.00	3	
Rishadan Port	R	6.00	5.00	3.00	4	
Robber Fly	U	1.00	0.75	0.50	1	0.15
Rock Badger	U	1.00	1.00	0.50	1	0.40
Rushwood Elemental	R	5.00	5.00	3.00	5	
Rushwood Grove	U	1.00	0.90	0.50	1	0.10
Rushwood Legate	U	1.00	0.75	0.50	1	0.15
Saber Ants	U	1.00	0.60	0.50	1	
Sailmonger	U	1.00	0.60	0.50	1	0.40
Sand Squid	R	4.00	3.00	2.00	3	1.00
Sandstone Needle	C	0.50	0.15	0.10	0	
Saprazzan Bailiff	R	4.00	3.00	3.00	3	1.00
Saprazzan Breaker	U	1.00	0.75	0.50	1	0.15
Saprazzan Cove	U	1.00	1.00	0.50	1	
Saprazzan Heir	R	4.00	4.00	3.00	3	
Saprazzan Legate	U	1.00	0.60	0.50	1	
Saprazzan Skerry	C	0.50	0.15	0.10	0	
Scandalmonger	U	1.00	0.75	0.50	1	0.25
Security Detail	R	4.00	3.00	2.00	3	1.00
Seismic Mage	R	5.00	4.00	2.00	4	
Shock Troops	C	0.50	0.20	0.10	0	0.05
Shoving Match	U	1.00	1.00	0.50	1	
Silent Assassin	R	5.00	4.00	2.00	4	
Silverglade Pathfinder	U	1.00	0.75	0.50	1	0.15
Skull of Ramos	R	5.00	4.00	2.00	4	
Snake Pit	U	1.00	0.60	0.50	1	
Soothsaying	U	1.00	0.75	0.50	1	0.15
Spiritual Focus	R	4.00	3.00	3.00	4	1.00
Spontaneous Generation	R	5.00	4.00	3.00	5	1.00
Squallmonger	U	1.50	1.00	0.50	1	
Squee, Goblin Nabob	R	11.00	7.50	4.00	5	2.50
Squeeze	R	4.00	4.00	2.00	4	
Stamina	U	1.00	1.00	0.50	1	
Statecraft	R	4.00	4.00	3.00	4	
Story Circle	U	1.00	1.00	0.50	1	0.10
Strongarm Thug	U	1.00	0.75	0.50	1	0.15
Subterranean Hangar	U	1.00	0.75	0.50	1	0.15
Sustenance	U	1.00	0.75	0.50	1	0.25
Tectonic Break	R	5.00	4.00	3.00	4	
Territorial Dispute	R	4.00	4.00	3.00	4	
Thieves' Auction	R	4.00	4.00	3.00	4	
Thrashing Wumpus	R	5.00	4.00	3.00	5	
Thwart	U	1.00	1.00	0.50	1	
Tidal Kraken	R	5.00	5.00	4.00	5	
Timid Drake	U	1.00	0.60	0.50	1	
Tonic Peddler	U	1.00	0.60	0.50	1	
Tooth of Ramos	R	5.00	4.00	3.00	4	
Tower of the Magistrate	R	5.00	4.00	3.00	4	
Toymaker	U	1.00	0.60	0.50	1	
Trade Routes	R	4.00	4.00	3.00	4	
Trap Runner	U	1.00	1.00	0.50	1	0.40
Two-Headed Dragon	R	9.50	6.00	4.00	5	2.00
Unmask	R	4.00	4.00	3.00	4	
Unnatural Hunger	R	4.00	4.00	3.00	4	
Uphill Battle	U	1.00	1.00	0.50	1	
Venomous Breath	U	1.00	0.75	0.50	1	0.15
Vernal Equinox	R	4.00	4.00	3.00	4	
Vine Dryad	R	4.00	4.00	3.00	3	
Vine Trellis	C	0.50	0.20	0.10	0	0.05
Volcanic Wind	U	1.00	0.75	0.50	1	0.15
War Cadence	U	1.00	1.00	0.50	1	
War Tax	U	1.00	1.00	0.50	2	
Warmonger	U	1.00	0.50	0.50	1	0.40
Warpath	U	1.00	0.60	0.50	1	
Wave of Reckoning	R	5.00	4.00	3.00	5	1.00
Wishmonger	U	1.00	0.60	0.50	1	
Word of Blasting	U	1.00	0.50	0.50	1	0.10
Worry Beads	R	5.00	4.00	3.00	5	1.00

MERCADIAN MASQUES (FOIL SUBSET)

Item		High	Med	Low	TR	+/-
Typical Common		$3.00	$2.00	$2.00	1	
Aerial Caravan	R	$15.00	$12.00	$10.00	5	3.00
Afterlife	U	6.00	5.00	4.00	2	
Alley Grifters	C	3.95	2.00	2.00	1	
Armistice	R	15.00	12.00	10.00	4	
Arms Dealer	U	6.00	5.00	4.00	2	
Arrest	U	6.00	5.00	4.00	2	
Assembly Hall	R	15.00	12.00	10.00	5	3.00
Ballista Squad	U	8.00	5.00	4.00	2	
Barbed Wire	U	6.00	5.00	4.00	2	
Bargaining Table	R	15.00	14.95	10.00	5	0.05
Battle Squadron	R	18.00	15.00	10.00	5	
Bifurcate	R	15.00	14.95	10.00	5	0.05
Black Market	R	15.00	12.00	10.00	5	
Blood Hound	R	15.00	12.00	10.00	4	
Blood Oath	R	15.00	12.00	10.00	5	
Boa Constrictor	U	8.00	5.00	4.00	2	
Brainstorm	C	3.95	3.00	2.00	1	0.50
Brawl	R	15.00	14.95	10.00	5	0.05
Briar Patch	U	7.00	5.00	4.00	2	
Bribery	R	28.00	25.00	14.95	5	
Cackling Witch	U	6.00	5.00	4.00	2	
Caller of the Hunt	R	15.00	14.95	10.00	5	0.05
Cateran Enforcer	U	6.00	5.00	4.00	2	
Cateran Kidnappers	U	6.00	5.00	4.00	2	
Cateran Overlord	R	17.00	15.00	10.00	5	
Cateran Slaver	R	15.00	12.00	10.00	5	3.00
Cateran Summons	U	6.00	5.00	4.00	2	
Caustic Wasps	U	6.00	5.00	4.00	2	
Cave-In	R	15.00	12.00	10.00	5	3.00
Chambered Nautilus	U	6.00	5.00	4.00	2	
Chameleon Spirit	U	8.00	5.00	4.00	2	
Charisma	R	15.00	15.00	10.00	5	
Charmed Griffin	U	8.00	5.00	4.00	2	
Cho-Arrim Alchemist	R	15.00	12.00	10.00	4	
Cho-Arrim Bruiser	R	15.00	14.95	10.00	4	0.05
Cho-Arrim Legate	U	6.00	5.00	4.00	2	
Cho-Manno, Revolutionary	R	25.00	14.95	12.00	5	0.05
Cinder Elemental	U	6.00	5.00	4.00	2	
Clear the Land	R	15.00	12.00	10.00	5	
Close Quarters	U	6.00	5.00	4.00	2	
Coastal Piracy	U	8.00	5.00	4.00	2	
Collective Unconscious	R	20.00	15.00	14.95	5	
Common Cause	R	15.00	12.00	10.00	5	
Conspiracy	R	15.00	12.00	10.00	5	3.00
Cornered Market	R	15.00	12.00	10.00	5	3.00
Corrupt Official	R	15.00	12.00	10.00	4	
Counterspell	C	4.00	3.00	2.00	1	0.50
Cowardice	R	15.00	12.00	10.00	5	
Crackdown	R	15.00	12.00	10.00	5	
Crag Saurian	R	15.00	12.00	10.00	5	
Credit Voucher	U	6.00	5.00	4.00	2	
Crenellated Wall	U	6.00	5.00	4.00	2	
Crooked Scales	R	15.00	12.00	10.00	5	
Crumbling Sanctuary	R	15.00	12.00	10.00	5	3.00
Customs Depot	U	6.00	5.00	4.00	2	
Dark Ritual	C	4.00	3.00	2.00	1	0.50
Dawnstrider	R	15.00	14.95	10.00	5	0.05
Deadly Insect	C	4.00	2.50	2.00	1	
Deathgazer	U	6.00	5.00	4.00	2	
Deepwood Elder	R	15.00	12.00	10.00	4	3.00
Deepwood Legate	U	6.00	5.00	4.00	2	
Deepwood Tantiv	U	6.00	5.00	4.00	2	
Delraich	R	15.00	15.00	10.00	5	5.00
Desert Twister	U	8.00	5.00	4.00	2	
Diplomatic Escort	U	6.00	5.00	4.00	2	
Disenchant	C	4.00	3.00	2.00	1	0.50
Distorting Lens	R	15.00	12.00	10.00	5	
Dust Bowl	R	25.00	14.95	10.00	5	10.05
Embargo	R	15.00	12.00	10.00	4	
Energy Flux	U	6.00	5.00	4.00	2	
Enslaved Horror	U	6.00	5.00	4.00	2	
Erithizon	R	15.00	12.00	10.00	4	
Extortion	R	15.00	12.00	10.00	4	
Extravagant Spirit	R	15.00	12.00	10.00	5	
Eye of Ramos	R	15.00	15.00	10.00	5	
False Demise	U	8.00	5.00	4.00	2	
Flailing Manticore	R	15.00	12.00	10.00	4	
Flailing Ogre	U	6.00	5.00	4.00	2	
Food Chain	R	15.00	12.00	10.00	5	3.00
Forced March	R	15.00	12.00	10.00	5	3.00
Forest	C	4.00	3.00	2.00	1	0.50
Foster	R	15.00	12.00	10.00	5	3.00
Fountain of Cho	U	6.00	5.00	4.00	2	
Fountain Watch	R	15.00	14.95	10.00	5	0.05
Game Preserve	R	15.00	12.00	10.00	5	3.00
General's Regalia	R	15.00	12.00	10.00	4	
Ghoul's Feast	U	6.00	5.00	4.00	2	
Glowing Anemone	U	6.00	5.00	4.00	2	
Groundskeeper	U	8.00	5.00	4.00	2	
Gush	C	3.95	2.50	2.00	1	
Hammer Mage	U	6.00	5.00	4.00	2	
Haunted Crossroads	U	6.00	5.00	4.00	2	
Heart of Ramos	R	15.00	12.00	10.00	5	
Henge Guardian	U	6.00	5.00	4.00	2	
Henge of Ramos	U	6.00	5.00	4.00	2	
High Market	R	15.00	12.00	10.00	5	
High Seas	U	6.00	5.00	4.00	2	
Hired Giant	U	6.00	5.00	4.00	2	
Honor the Fallen	R	15.00	12.00	10.00	5	3.00
Horn of Plenty	R	15.00	12.00	10.00	5	
Horn of Ramos	R	15.00	12.00	10.00	5	
Hunted Wumpus	U	8.00	5.00	4.00	2	
Ignoble Soldier	U	6.00	5.00	4.00	2	
Indentured Djinn	U	6.00	5.00	4.00	2	
Instigator	R	15.00	12.00	10.00	4	
Intimidation	U	8.00	5.00	4.00	2	
Iron Lance	U	6.00	5.00	4.00	2	
Island	C	4.00	3.00	2.00	1	0.50
Ivory Mask	R	20.00	15.00	12.00	5	
Jeweled Torque	U	6.00	5.00	4.00	2	
Jhovall Queen	R	15.00	14.95	10.00	5	0.05
Jhovall Rider	U	6.00	5.00	4.00	2	
Karn's Touch	R	15.00	12.00	10.00	4	
Kris Mage	C	3.95	2.50	2.00	1	
Kyren Archive	R	15.00	12.00	10.00	5	3.00
Kyren Legate	U	6.00	5.00	4.00	2	
Kyren Negotiations	U	6.00	5.00	4.00	2	
Kyren Toy	R	15.00	12.00	10.00	5	3.00
Larceny	U	6.00	5.00	4.00	2	
Last Breath	U	8.00	5.00	4.00	2	
Lava Runner	R	15.00	12.00	10.00	5	3.00
Ley Line	U	6.00	5.00	4.00	2	
Liability	R	15.00	12.00	10.00	4	
Lithophage	R	15.00	12.00	10.00	5	
Lumbering Satyr	U	8.00	5.00	4.00	2	
Lunge	C	3.95	3.00	2.00	1	0.50
Lure	U	6.00	5.00	4.00	2	
Magistrate's Scepter	R	15.00	15.00	10.00	5	
Magistrate's Veto	U	6.00	5.00	4.00	2	
Megatherium	R	15.00	12.00	12.00	5	
Mercadia's Downfall	U	6.00	5.00	4.00	2	
Mercadian Atlas	R	15.00	14.95	10.00	5	0.05
Mercadian Bazaar	U	8.00	5.00	4.00	2	
Mercadian Lift	R	15.00	12.00	10.00	5	3.00
Midnight Ritual	R	15.00	14.95	10.00	5	0.05
Misdirection	R	25.00	15.00	12.00	5	5.00
Molting Harpy	U	6.00	5.00	4.00	2	
Monkey Cage	R	15.00	12.00	10.00	5	3.00
Moonlit Wake	U	5.00	5.00	4.00	2	
Mountain	C	4.00	3.00	2.00	1	0.50
Natural Affinity	R	15.00	12.00	10.00	5	3.00
Nether Spirit	R	15.00	12.00	10.00	4	
Noble Purpose	U	7.00	5.00	4.00	2	
Notorious Assassin	R	15.00	14.95	10.00	5	0.05
Ogre Taskmaster	U	6.00	5.00	4.00	2	
Overtaker	R	15.00	15.00	10.00	5	
Panacea	U	6.00	5.00	4.00	2	
Pangosaur	R	15.00	12.00	10.00	5	
Plains	C	4.00	3.00	2.00	1	0.50
Power Matrix	R	15.00	12.00	10.00	5	
Pretender's Claim	U	6.00	5.00	4.00	2	
Primeval Shambler	U	6.00	5.00	4.00	2	
Puffer Extract	U	6.00	5.00	4.00	2	
Pulverize	R	15.00	12.00	10.00	4	
Puppet's Verdict	R	15.00	12.00	10.00	5	
Putrefaction	U	6.00	5.00	4.00	2	
Quagmire Lamprey	U	6.00	5.00	4.00	2	
Rain of Tears	U	8.00	5.00	4.00	2	
Ramosian Captain	U	6.00	5.00	4.00	2	
Ramosian Commander	U	6.00	5.00	4.00	2	
Ramosian Sky Marshal	R	15.00	12.00	10.00	5	
Rappelling Scouts	R	15.00	12.00	10.00	4	
Renounce	U	6.00	5.00	4.00	2	
Reverent Mantra	R	15.00	12.00	10.00	5	3.00
Revive	U	8.00	5.00	4.00	2	
Righteous Aura	U	6.00	5.00	4.00	2	
Righteous Indignation	U	6.00	5.00	4.00	2	
Rishadan Brigand	R	15.00	12.00	10.00	4	
Rishadan Footpad	U	6.00	5.00	4.00	2	
Rishadan Pawnshop	R	15.00	12.00	10.00	4	
Rishadan Port	R	20.00	14.95	10.00	5	0.05
Robber Fly	U	6.00	5.00	4.00	2	
Rock Badger	U	6.00	5.00	4.00	2	
Rushwood Elemental	R	20.00	15.00	12.00	5	5.00
Rushwood Grove	U	8.00	5.00	4.00	2	
Rushwood Legate	U	6.00	5.00	4.00	2	
Saber Ants	U	6.00	5.00	4.00	2	
Sailmonger	U	6.00	5.00	4.00	2	
Sand Squid	R	15.00	12.00	10.00	4	
Saprazzan Bailiff	R	15.00	12.00	10.00	4	
Saprazzan Breaker	U	6.00	5.00	4.00	2	
Saprazzan Cove	U	6.00	5.00	4.00	2	
Saprazzan Heir	R	15.00	12.00	10.00	4	
Saprazzan Legate	U	6.00	5.00	4.00	2	
Scandalmonger	U	6.00	5.00	4.00	2	
Security Detail	R	15.00	12.00	10.00	4	
Seismic Mage	R	15.00	12.00	10.00	5	
Shock Troops	C	3.95	3.00	2.00	1	0.50
Shoving Match	U	6.00	5.00	4.00	2	
Silent Assassin	R	15.00	12.00	10.00	5	
Silverglade Pathfinder	U	6.00	5.00	4.00	2	
Skull of Ramos	R	15.00	12.00	10.00	5	
Snake Pit	U	6.00	5.00	4.00	2	
Soothsaying	U	8.00	5.00	4.00	2	
Spiritual Focus	R	15.00	12.00	10.00	5	
Spontaneous Generation	R	20.00	14.95	10.00	5	0.05
Squallmonger	U	6.00	5.00	4.00	2	
Squee, Goblin Nabob	R	40.00	30.00	15.00	5	15.00
Squeeze	R	15.00	12.00	10.00	5	3.00
Stamina	U	6.00	5.00	4.00	2	
Statecraft	R	15.00	12.00	10.00	5	
Stone Rain	C	3.95	3.00	2.00	1	0.50
Story Circle	U	6.00	5.00	4.00	2	
Strongarm Thug	U	6.00	5.00	4.00	2	
Subterranean Hangar	U	6.00	5.00	4.00	2	
Sustenance	U	8.00	5.00	4.00	2	
Swamp	C	4.00	3.00	2.00	1	0.50
Tectonic Break	R	19.00	14.95	12.00	5	2.95
Territorial Dispute	R	15.00	12.00	10.00	5	
Thieves' Auction	R	15.00	12.00	12.00	5	
Thrashing Wumpus	R	15.00	14.95	10.00	5	0.05
Thunderclap	C	3.95	2.50	2.00	1	
Thwart	U	8.00	5.00	4.00	2	
Tidal Kraken	R	16.00	15.00	10.00	5	
Timid Drake	U	6.00	5.00	4.00	2	
Tonic Peddler	U	6.00	5.00	4.00	2	
Tooth of Ramos	R	15.00	12.00	10.00	5	
Tower of the Magistrate	R	14.95	12.00	10.00	5	
Toymaker	U	6.00	5.00	4.00	2	
Trade Routes	R	15.00	12.00	10.00	5	
Trap Runner	U	6.00	5.00	4.00	2	
Two-Headed Dragon	R	35.00	25.00	15.00	5	5.00
Unmask	R	15.00	14.95	12.00	5	0.05
Unnatural Hunger	R	15.00	12.00	10.00	5	3.00
Uphill Battle	U	5.00	5.00	4.00	2	
Vendetta	C	3.95	3.00	2.00	1	0.50
Venomous Breath	U	6.00	5.00	4.00	2	
Vernal Equinox	R	15.00	12.00	10.00	5	
Vine Dryad	R	15.00	12.00	10.00	4	
Vine Trellis	C	3.95	2.00	2.00	1	
Volcanic Wind	U	6.00	5.00	4.00	2	
War Cadence	U	7.00	5.00	4.00	2	
War Tax	U	7.00	5.00	4.00	3	
Warmonger	U	6.00	5.00	4.00	2	
Warpath	U	6.00	5.00	4.00	2	
Wave of Reckoning	R	15.00	13.00	10.00	5	2.00
Wishmonger	U	6.00	5.00	4.00	2	
Word of Blasting	U	6.00	5.00	4.00	2	
Worry Beads	R	15.00	14.95	10.00	5	0.05

PROMOTIONAL CARDS

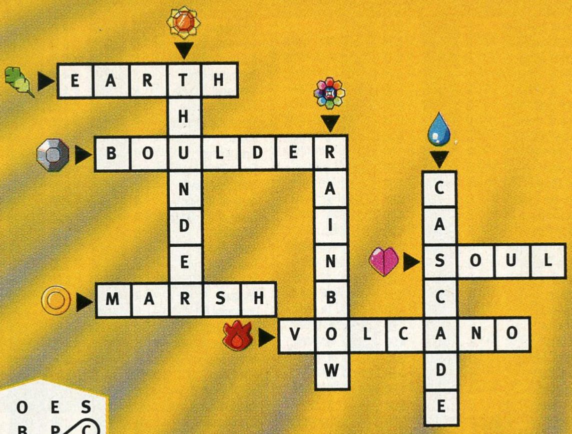
Item	High	Med	Low	TR
***Arena* September 1994**				
Arena	$6.00	$5.00	$4.00	2
Sewers of Estark	5.00	4.00	3.75	1
***Shattered Chains* February 1995**				
Giant Badger	$6.00	$5.00	$4.00	1
***Final Sacrifice* April 1995**				
Mana Crypt	$20.00	$15.00	$15.00	3
DragonCon July 1994 / *Duelist* #3 October 1994 / *Duelist Companion* (3 per) #4 November 1994.				
Nalathni Dragon	$6.00	$5.00	$4.00	2
***Whispering Woods* January 1995**				
Windseeker Centaur	$6.00	$5.00	$4.00	1
***Arena* Alternative-Art Cards**				
Counterspell	$15.00	$12.00	$10.00	4
Forest	5.00	4.00	3.00	3
Island	5.00	4.00	3.00	3
Mountain	5.00	4.00	3.00	3
Plains	5.00	4.00	3.00	3
Swamp	5.00	4.00	3.00	3
Fireball	15.00	12.00	10.00	4
Incinerate	15.00	10.00	10.00	4
Disenchant	20.00	18.00	11.95	5
APAC Lands				
Complete "Red" Set (5 cards)	$22.00	$22.00	$20.00	5
Plains (Japan)	6.00	5.00	5.00	4
Forest (Japan)	5.00	5.00	4.00	4
Island (Hong Kong)	5.00	5.00	4.00	4
Mountain (Philipines)	5.00	5.00	4.00	4
Swamp (New Zealand)	5.00	5.00	4.00	4
Complete "Blue" Set (5 cards)	22.00	20.00	15.00	5
Plains (Australia)	5.00	5.00	4.00	4
Forest (China)	5.00	5.00	4.00	4
Island (Japan)	5.00	5.00	4.00	4
Mountain (Taiwan)	5.00	5.00	4.00	4
Swamp (Japan)	5.00	5.00	4.00	4
Complete "Clear" Set (5 cards)	22.00	20.00	15.00	5
Plains (China)	5.00	5.00	4.00	4
Forest (Korea)	5.00	5.00	4.00	4
Island (Indonesia)	5.00	5.00	4.00	4
Mountain (Japan)	5.00	5.00	4.00	4
Swamp (Singapore)	5.00	5.00	4.00	4

Check out the TDP1 online at www.wizards.com/topdeck

Answers to the Pokémon Puzzles

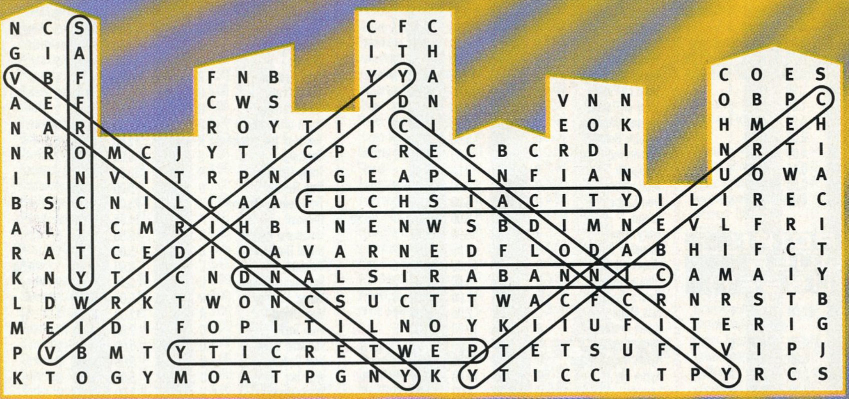
Badgered

(from page 82)


EARTH
THUNDER
BOULDER
RAINBOW
CASCADE
SOUL
MARSH
VOLCANO

Cityscape

(from page 82)

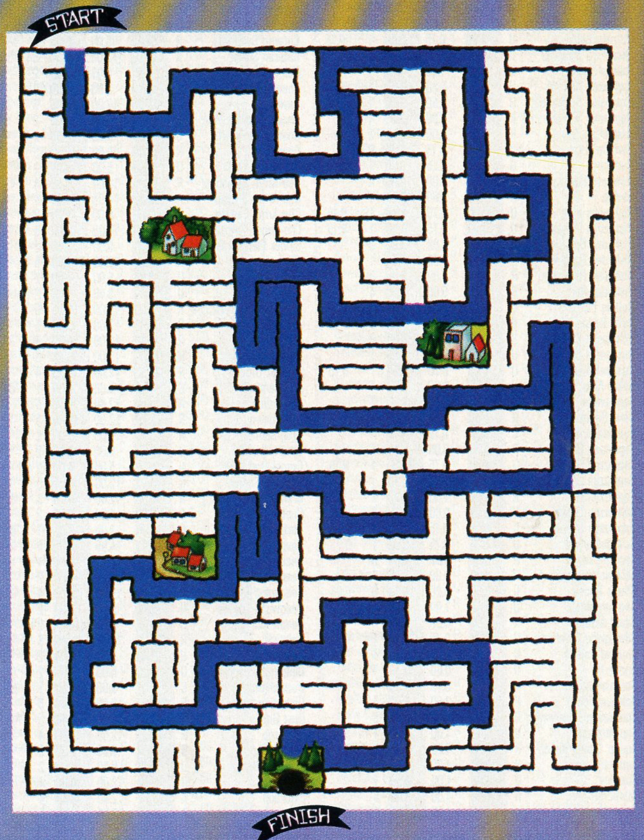


N	C	S									C	F	C												
G	I	A									I	T	H												
V	B	F				F	N	B			Y	Y	A									C	O	E	S
A	E	F				C	W	S			T	D	N				V	N	N			O	B	P	C
N	A	R				R	O	Y	T	I	I	C	I				E	O	K			H	M	E	H
N	R	O	M	C	J	Y	T	I	C	P	C	R	E	C	B	C	R	D	I			N	R	T	I
I	I	N	V	I	T	R	P	N	I	G	E	A	P	L	N	F	I	A	N			U	O	W	A
B	S	C	N	I	L	C	A	A	F	U	C	H	S	I	A	C	I	T	Y	I	L	I	R	E	C
A	L	I	C	M	R	I	H	B	I	N	E	N	W	S	B	D	I	M	N	E	V	L	F	R	I
R	A	T	C	E	D	I	O	A	V	A	R	N	E	D	F	L	O	D	A	B	H	I	F	C	T
K	N	Y	T	I	C	N	D	N	A	L	S	I	R	A	B	A	N	N	I	C	A	M	A	I	Y
L	D	W	R	K	T	W	O	N	C	S	U	C	T	T	W	A	C	F	C	R	N	R	S	T	B
M	E	I	D	I	F	O	P	I	T	I	L	N	O	Y	K	I	I	U	F	I	T	E	R	I	G
P	V	B	M	T	Y	T	I	C	R	E	T	W	E	P	T	E	T	S	U	F	T	V	I	P	J
K	T	O	G	Y	M	O	A	T	P	G	N	Y	K	Y	T	I	C	C	I	T	P	Y	R	C	S

Rattata
30 HP
TRAINER
Pokémon Flute
Gengar
80 HP
Hitmonlee
60 HP
Stretch Kick
High Jump Kick
50

Underground Passage to Vermilion City

(from page 84)


START
FINISH

It's Now or Never

(from page 83)

Note: *You can't Knock Out Dodrio with Hitmonchan's Special Punch because Dodrio has Resistance to Fighting.*

1. **Play Pokémon Flute.** Put the Rattata in Elyse's discard pile on her Bench.
2. **Evolve Haunter into Gengar.**
3. **Use Gengar's Pokémon Power: Curse.** Move 1 damage counter from Dodrio to Rattata.
4. **Retreat Hitmonchan.** Discard the 2 Fighting Energy attached to Hitmonchan. Choose Hitmonlee to be your new Active Pokémon.
5. **Attach a Fighting Energy to Hitmonlee.**
6. **Attack Rattata with Hitmonlee's Stretch Kick.** This attack Knocks Out Rattata. You collect your last Prize and win the game.

SOLUTION TO SANCTUARY! SANCTUARY!

1 Tap one island to put a blue mana into your mana pool.

2 Use one blue mana to **activate Saprazzan Breaker**. Reveal the top card of your library and put it into your graveyard. As the card is an island, your Saprazzan Breaker is unblockable until the end of the turn.

3 **Attack with your Saprazzan Breaker.** You deal 3 damage to Randy. Due to Crumbling Sanctuary, Randy puts the top four cards of his library into his graveyard instead of taking damage. Randy has 20 cards remaining in his library.

4 Tap three islands, four mountains, two Thran Quarrys, and Mercadian Bazaar (removing 13 counters) to add five blue (two from the Quarries) and seventeen red (fourteen used as generic) mana to your mana pool.

5 Use one blue mana and **tap your Stinging Barrier** to deal 1 damage to yourself. Put the top card of your library (Brainstorm) into your graveyard.

6 Return two islands to your hand to **cast your first Gush**. Draw two cards (Cowardice and Cloud Spirit).

7 Return another two islands to your hand to **cast your second Gush**. Draw your last two cards (Shock Troops and Volcanic Wind).

8 Put an island from your hand into play. Tap it to add a blue mana to your mana pool.

9 Use one red and three generic mana to **cast Shock Troops**. Furious Assault deals 1 damage to Randy. **Tap Shock Troops** to have Kyren Negotations deal another 1 damage to Randy. Randy loses 2 cards. He has 18 cards remaining in his library.

10 Use one blue mana to **cast Cloud Sprite**. Furious Assault deals 1 damage to Randy. **Tap Cloud Sprite** to have Kyren Negotiations deal another 1 damage to Randy. Randy loses 2 cards. He has 16 cards remaining in his library.

11 Use two blue and three generic mana to **play Cowardice**.

12 Use two generic mana to **activate Wishmonger** targetting your Cloud Sprite. It doesn't matter what color protection you give it. Cowardice causes the targetted Cloud Sprite to return to your hand.

13 Use one blue mana to **cast Cloud Sprite**. Furious Assault deals 1 damage to Randy. **Tap Cloud Sprite** to have Kyren Negotiations deal another 1 damage to Randy. Randy loses 2 cards. He has 14 cards remaining in his library.

14 Use two generic mana to **activate Wishmonger** targetting your Cloud Sprite. It doesn't matter what color protection you give it. Cowardice causes the targetted Cloud Sprite to return to your hand.

15 Use one blue mana to **cast Cloud Sprite**. Furious Assault deals 1 damage to Randy. **Tap Cloud Sprite** to have Kyren Negotiations deal another 1 damage to Randy. Randy loses 2 cards. He has 12 cards remaining in his library.

17 Use two red and four generic mana to **cast Volcanic Wind**. As there are ten creatures in play (Wishmonger, Task Force, Cave Tiger, Vine Trellis, Wall of Junk, Henge Guardian, Saprazzan Breaker, Stinging Barrier, Cloud Sprite, and Shock Troops), you can deal 10 damage to the Henge Guardian. The Treacherous Link on the Henge Guardian causes the damage to be dealt to Randy instead. Randy loses 10 cards. Randy has 2 cards remaining in his library.

17 **Sacrifice Shock Troops** to deal 2 damage to Randy. Randy loses 2 cards. He has no cards remaning in his library.

18 End your turn. Randy will lose during his draw phase when he is unable to draw a card.

SOLUTION TO ALPHA BITS!

A (23) *Archery Training*

B (13) *Barrin, Master Wizard*

C (20) *Cateran Overlord*

D (9) *Dream Halls*

E (7) *Enchantment Alteration*

F (19) *Fevered Convulsions*

G (26) *Giant Strength*

H (14) *Hell Swarm*

I (20) *Ivory Mask*

J (1) *Jackalope Herd*

K (12) *Kezzerdrix*

L (5) *Lava Axe*

M (17) *Morphling*

N (16) *Nausea*

O (2) *Overtaker*

P (24) *Primal Rage*

Q (3) *Quarum Trench Gnomes*

R (18) *Revenant*

S (21) *Scrying Glass*

T (15) *Tinker*

U (22) *Unlikely Allliance*

V (4) *Vhati* Il-*Dal*

W (8) *Wheel of Torture*

X (25) *Xenic Poltergeist*

Y (6) *Yavimaya Hollow*

Z (11) *Zebra Unicorn*

BACKDECK

BY CORY HERNDON, OMEGA MAN

Well, here we are. I think, anyway. Truth be told, I'm sittin' back here in November writing this. For all I know those computer bugs wiped out humanity, and it's only a matter of time before the howler monkeys assert their authority and take over the planet, enslaving what remains of *homo sapiens* and forcing us to toil on their vast banana ranches. Yeah, that's Y2K for ya.

Still, just in case man is still alive and woman *can* survive, y'all will no doubt soon tire of looting and scavenging amongst the ruins of society and want to start gaming again. **But what games will be left in this terrifying future Earth?** Why, that sounds like a question pointless enough for an entire column's worth of "BackDeck"!

Games to Play the DAY AFTER

"21"

Be the last one to turn 21 and win big! That's the theme of this new population-control adventure game from Logan's Fun, Inc. One player fills the shoes of a futuristic "Sandman," who must hunt down and kill all the other players, who represent "runners" trying to beat the government-mandated life span. Help teach kids the insignificance of their brief lives while helping keep Earth beautiful and young!

Charades

Man, are you in some pickle: trapped on a world of intelligent apes and you had to go and get your larynx pierced. Now youre mute as a turnip, Bright Eyes, but those monkeys can tell youre a little smarter than the rest. Bargain for your freedom from the chimps with charades! Just remember—no matter how well the game is going, when the chick doctor-monkey gets close enough, you go for the sleeper hold.

SOYLÉNTMON

Kids can't get enough of this new trading card game snack, rallying behind the cry

"GOTTA CRUNCH 'EM ALL!"

Made from a mysterious yet curiously abundant substance, **SOYLÉNTMON** trading cards are collectable, playable, and packed with the nutrition and flavor that make **SOYLÉNT** ™ the snack sensation of the 'oos. Special holofoil promos of the popular Charltonzard **SOYLÉNTMON** card are available for only a limited time.

RUN & GO SEEK

Games Magazine's 'oo Game of the Year is a **terrifying romp through the rubble** where Earth's major cities once stood. Out-of-shape gamers clad in **colorful yellow polyester** vie for their very lives against **kill-bots**, death-bots, stab-droids, and select sweepstakes winners. All participants must construct weapons from their surroundings or pull them from standard storage cavities. Winners go on to the annual "**Deathmatch for Tots**" charity kill-frenzy in Thunderdome, **New Jersey**.

MILLENNIAL MOMENTS IN GAME HISTORY

Wow, has it really been 2,000 years? No, I guess that's actually next year. Still, 1,999 years is nothing to sneeze at, either. Why, it seems like just yesterday that history witnessed such memorable events as...

0 A.D. Famous hard-drinkin' actor **Sir Richard Burton** stumbles into a time machine, travels back in time 1,950 years, and rolls dice with Roman soldiers for the Robe of Christ, or so movies have led me to believe.

67 A copy of the rules to the early, elaborate roleplaying game **Dead Sea Scrolls** is forgotten in a cave by nomadic gaming Zealots.

1000 So-called "Y1K" bug causes dozens of handwritten manuscripts to crash, plunging Europe into the Dark Ages.

1301 **William Wallace** fights for the freedom to golf without British interference. Wallace is later crushed as part of the opening entertainment at the first Ryder Cup.

1498 **Leonardo da Vinci** loses big puffy shirt at the racetrack, bets **Michelangelo** his house in Naples that he can cram everybody who was at the Last Supper onto a church archway fresco, painting only with his feet. Leonardo keeps his house.

1521 **Magellan**, killin' time around the world, helps bring the fledgling game of soccer to the Philippines. He's the ball. Bada-BING! Thank yew, I'll be here all week.

1674 Nobody expected the **Spanish Inquisition** to take the very first World Cup this year—least of all, the British team. Unfortunately for the "Quiz," the ensuing drunken riot resulted in decades of naval defeats at the hands of drunken British sailors.

1811 **Dogs play poker** for the first time. An anonymous painter captures the moment on canvas, changing the art world forever.

1865 **Generals Grant** and **Lee** play roshambo at Appomattox to see who goes first.

1929 **Al Capone** loses several frustrating rounds of fizzbin to a dashing stranger and his lanky companion.

1945 **Roosevelt**, **Churchill**, and **Stalin** play **Monopoly**® to decide who gets Berlin.

1972 **Nixon** forces aides to engage in ritual games of mumblety-peg to decide who will testify.

Things to Come:

Next Month in TopDeck™

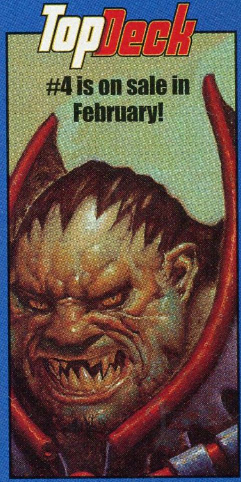
NEMESIS

- Pullout Section
- Complete Card Encyclopedia
- Graphic Novel illustrated by Kev Walker

POKéMON TRADING CARD GAME

Theme Decks to Knock Out Your Friends!

TopDisc Reviews: Freespace2, Panzer Elite, and more!


TopDeck
#4 is on sale in February!

Troll And Toad Inc.

An Antiquities Vault Company

95% of all Magic singles in stock at all times!

253 Reynolds Road, Keavy KY 40737 USA
Phone: 1-606-878-2936 10a.m. - 10p.m.
Fax: 1-606-878-9061 • E-mail: prices@aqvault.com

WE SELL SINGLES FROM:

Magic • Middle Earth • Star Wars • Star Trek • Rage
X–Files • Highlander Promos • Legend of 5 Rings • etc.

WANT TO SELL US CARDS?
Fax: 1-606-878-9061 • E-mail: sec@aqvault.com
or send an e-mail for our newest buylist to: buylist@aqvault.com

Check out our web page for NEW ONLINE ordering! Updated every 24 hours! www.trollandtoad.com

Boxes

Pokemon 2nd Edition Basic	Call
Pokemon Jap 2 player starter	$185.00
Pokemon Jap Gym 1 Starter	$225.00
Pokemon Jap Gym 2 Starter	$225.00
Pokemon Jap Gym 3 Starter	$225.00
Pokemon Jap Intro-Set	$39.00
Pokemon Jap. Gym II	$450.00
Pokemon Japanese Basic	$450.00
Pokemon Japanese Fossil	$650.00
Pokemon Japanese Gym	$450.00
Pokemon Japanese Jungle	$450.00
Pokemon Japanese Rocket	$550.00
Pokemon Jungle 2nd edition	Call
Pokemon 1st Edition German	$400.00
Pokemon Fossil	Call
Pokemon Pre-Con	$145.00
Pokemon Starter 2 player	$115.00
Pokemon Starter Gift Box	$39.00

Packs

Pokemon 1st Edition	Call
Pokemon 2nd Edition	$7.50
Pokemon Fossil 2nd	Call
Pokemon 1st Edition German	$12.50
Pokemon Jap. Gym II	$9.95
Pokemon Japanese Basic	$9.95
Pokemon Japanese Fossil	$14.95
Pokemon Japanese Gym	$9.95
Pokemon Japanese Jungle	$9.95
Pokemon Japanese Rocket	$11.95
Pokemon Jungle - Power Reserve	$17.95
Pokemon Jungle - Water Blast	$17.95
Pokemon Jungle 1st edition	$14.95
Pokemon Jungle 2nd edition	$6.95
Pokemon Starter 2 player	$15.00
Pokemon Theme Deck- Blackout	$15.00
Pokemon Theme Deck- Brushfire	$18.95
Pokemon Theme Deck- Overgrowth	$15.00
Pokemon Theme Deck- Zap	$19.95

Pokemon 1st Ed Basic

Electrode	$18.00
Gyarados	$75.00
Hitmonchan	$75.00
Imposter Professor Oak	$15.00
Item Finder	$15.00
Lass	$15.00
Machamp	$17.00
Magneton	$75.00
Mewtwo	$75.00
Nidoking	$75.00
Ninetales	$75.00

Pokemon 2nd Ed Basic

Alakazam	$19.00
Beedrill	$5.00
Blastoise	$25.00
Chansey	$19.00
Charizard	$65.00
Clefairy	$15.00
Clefairy Doll	$5.00
Computer Search	$5.00
Devolution Spray	$5.00
Dragonair	$5.00
Dugtrio	$5.00
Electabuzz	$5.00
Electrode	$5.00
Gyarados	$14.00
Hitmonchan	$12.00
Imposter Professor Oak	$5.00
Item Finder	$5.00
Lass	$5.00
Magneton	$13.00
Mewtwo	$14.00
Nidoking	$15.00
Ninetales	$12.00
Pidgeotto	$5.00
Pokemon Breeder	$7.00
Pokemon Trader	$6.00
Poliwrath	$14.00
Raichu	$18.00
Scoop Up	$5.00
Super Energy Removal	$6.00
Venusaur	$18.00
Zapdos	$18.00

Pokemon Japanese Basic

Alakazam	$14.00
Beedrill	$5.00
Blastoise	$15.00
Chansey	$15.00
Charizard	$50.00
Clefairy	$10.00
Clefairy Doll	$5.00
Computer Search	$6.00
Devolution Spray	$5.00
Dragonair	$6.00
Dugtrio	$7.00
Electabuzz	$5.00
Electrode	$5.00
Gyarados	$10.00
Hitmonchan	$10.00
Imposter Professor Oak	$6.00
Item Finder	$5.00
Lass	$6.00
Machamp	$10.00
Magneton	$13.00
Mewtwo	$10.00
Nidoking	$10.00
Ninetales	$11.00
Pidgeotto	$5.00
Pokemon Breeder	$5.00
Pokemon Trader	$7.00
Poliwrath	$12.00
Raichu	$15.00
Scoop Up	$4.00
Super Energy Removal	$6.00
Venusaur	$14.00
Zapdos	$15.00

Pokemon Japanese Fossil

Aerodactyl 142	$25.00
Articuno 144	$25.00
Ditto 132	$18.00
Dragonite 149	$25.00
Gengar 94	$19.00
Haunter 93	$15.00
Hitmonlee 106	$18.00
Hypno 97	$15.00
Kabutops 141	$15.00
Lapras 131	$15.00
Magneton 82	$15.00
Mew 151	$75.00
Moltres 146	$20.00
Muk 89	$13.00
Raichu 26	$20.00
Zapdos 145	$19.00

Pokemon Japanese Gym 1

Confusion Gym	$5.00
Erika	$5.00
ErikaOs Clefable 36	$10.00
ErikaOs Compassion	$4.00
ErikaOs Dragonair 148	$15.00
ErikaOs Victreebell 71	$4.00
ErikaOs Vileplume 45	$12.00
Kasumi	$5.00
KasumiOs Golduck 55	$12.00
KasumiOs Gyarados 130	$14.00
KasumiOs Pleading	$5.00
KasumiOs Seadra 117	$10.00
KasumiOs Tentacruel 73	$10.00
Machisu	$5.00
MachisuOs Electrabuzz 125	$13.00
MachisuOs Fearow 22	$10.00
MachisuOs Jolteon 135	$6.00
MachisuOs Magneton 82	$10.00
MachisuOs Secret Plot	$4.00
Resistance-Lowering Gym	$4.00
Rocket GangOs Hitmonchan 107	$13.00
Rocket GangOs Moltres 146	$13.00
Rocket GangOs Scyther 123	$15.00
Rocket GangOs Training Gym	$4.00
Rocket GangOs Trap	$4.00
Rocket Girl Pointing	$5.00
TakashiOs Protection	$4.00
Takeshi	$4.00
TakeshiOs Golem 76	$4.00
TakeshiOs Ninetails 38	$10.00
TakeshiOs Rhydon 112	$11.00
Unremovable Gym	$5.00

Pokemon Japanese Jungle

Clefable 36	$11.00
Electrode 101	$9.00
Flareon 136	$15.00
Jolteon 135	$12.00
Kangaskhan 115	$10.00
Mr. Mime 122	$13.00
Nidoqueen 31	$10.00
Pidgeot 18	$12.00
Pinser 127	$12.00
Scyther 123	$14.00
Snorlax 143	$15.00
Vaporean 134	$10.00
Venomoth 49	$10.00
Victrebell 71	$12.00
Vileplume 45	$12.00
Wigglytuff 40	$15.00

Pokemon Japanese Rocket

Evil Alakazam 65	$13.00
Evil Arbok 24	$10.00
Evil Blastoise 9	$15.00
Evil Charizard 6	$20.00
Evil Coolbat 42	$11.00
Evil Dragonite 149	$15.00
Evil Dugtrio 51	$10.00
Evil Gyarados 130	$10.00
Evil Hypno 97	$12.00
Evil Machamp 68	$12.00
Evil Magneton 82	$10.00
Evil Slowbro 80	$10.00
Evil Vileplume 45	$10.00
Evil Weezing 110	$10.00
Rocket Girl	$10.00
Here Comes Team Rocket	$120.00

Pokemon Jungle 1st Ed

Clefable	$8.00
Clefable (Hologram)	$19.00
Electrode	$8.00
Electrode (Hologram)	$19.00
Flareon	$8.00
Flareon (Hologram)	$19.00
Jolteon	$8.00
Jolteon (Hologram)	$19.00
Kangaskhan	$8.00
Kangaskhan (Hologram)	$20.00
Mr. Mime	$8.00
Mr. Mime (Hologram)	$20.00
Nidoqueen	$8.00
Nidoqueen (Hologram)	$19.00
Nidorina	$2.00
Pidgeot	$8.00
Pidgeot (Hologram)	$19.00
Pinsir	$8.00
Pinsir (Hologram)	$20.00
Scyther	$8.00
Scyther (Hologram)	$20.00
Snorlax	$8.00
Snorlax (Hologram)	$20.00
Vaporeon	$8.00
Vaporeon (Hologram)	$19.00
Venomoth	$8.00
Venomoth (Hologram)	$19.00
Victreebel	$8.00
Victreebel (Hologram)	$19.00
Vileplume	$8.00
Vileplume (Hologram)	$18.00
Wigglytuff	$8.00
Wigglytuff (Hologram)	$20.00

Pokemon Jungle 2nd Ed

Clefable	$5.00
Clefable (Hologram)	$12.00
Electrode	$5.00
Electrode (Hologram)	$12.00
Flareon	$5.00
Flareon (Hologram)	$13.00
Jolteon	$5.00
Jolteon (Hologram)	$12.00
Kangaskhan	$5.00
Kangaskhan (Hologram)	$10.00
Mr. Mime	$5.00
Mr. Mime (Hologram)	$13.00
Nidoqueen	$5.00
Nidoqueen (Hologram)	$10.00
Pidgeot	$5.00
Pidgeot (Hologram)	$11.00
Pinsir	$5.00
Pinsir (Hologram)	$11.00
Scyther	$5.00
Scyther (Hologram)	$12.00
Snorlax	$5.00
Snorlax (Hologram)	$12.00
Vaporeon	$5.00
Vaporeon (Hologram)	$10.00
Venomoth	$5.00
Venomoth (Hologram)	$11.00
Victreebel	$5.00
Victreebel (Hologram)	$10.00
Vileplume	$5.00
Vileplume (Hologram)	$10.00
Wigglytuff	$5.00
Wigglytuff (Hologram)	$12.00

Fossil 1st Edition

Aerodactyl	$12.00
Aerodactyl (Hologram)	$25.00
Articuno	$12.00
Articuno (Hologram)	$26.00
Ditto	$12.00
Ditto (Hologram)	$20.00
Dragonite	$12.00
Dragonite (Hologram)	$28.00
Gengar	$12.00
Gengar (Hologram)	$20.00
Haunter	$12.00
Haunter (Hologram)	$22.00
Hitmonlee	$12.00
Hitmonlee (Hologram)	$25.00
Hypno	$12.00
Hypno (Hologram)	$25.00
Kabutops	$12.00
Kabutops (Hologram)	$25.00
Lapras	$12.00
Lapras (Hologram)	$25.00
Magneton	$12.00
Magneton (Hologram)	$25.00
Moltres	$12.00
Moltres (Hologram)	$25.00
Muk	$12.00
Muk (Hologram)	$25.00
Raichu	$12.00
Raichu (Hologram)	$25.00
Zapdos	$12.00
Zapdos (Hologram)	$25.00

Fossil 2nd Edition

Aerodactyl	$7.00
Aerodactyl (Hologram)	$15.00
Articuno	$7.00
Articuno (Hologram)	$16.00
Ditto	$6.00
Ditto (Hologram)	$14.00
Dragonite	$8.00
Dragonite (Hologram)	$17.00
Gengar	$6.00
Gengar (Hologram)	$15.00
Haunter	$6.00
Haunter (Hologram)	$15.00
Hitmonlee	$6.00
Hitmonlee (Hologram)	$15.00
Hypno	$6.00
Hypno (Hologram)	$15.00
Kabutops	$6.00
Kabutops (Hologram)	$15.00
Lapras	$6.00
Lapras (Hologram)	$15.00
Magneton	$15.00
Magneton (Hologram)	$15.00
Moltres	$6.00
Moltres (Hologram)	$18.00
Muk	$6.00
Muk (Hologram)	$15.00
Raichu	$6.00
Raichu (Hologram)	$15.00
Zapdos	$6.00
Zapdos (Hologram)	$15.00

Toys

Blastoise 12" Plush	$17.95
Blastoise 7" Plush	$8.95
Bulbasaur 5" Plush	$8.00
Bulbasaur Playset	$7.50
Charmander 5" Plush	$8.00
Charmander Playset	$7.50
Evee 5" Plush	$8.00
Flip Ball Character (Pikachu)	$5.95
Flip Ball Character (Polywhirl	$5.95
JigglyPuff 5" Plush	$8.00
JigglyPuff 8" Plush	$15.95
Key Chain 2" (12/set)	$34.95
Keychain 1" (20 Char/set/bag)	$18.95
Lapras 12" Plush	$16.95
Lapras 5" Plush	$8.00
Lg Gotta Catch Em All Poster	$5.95
Meowth 12" Plush	$16.95
Meowth 5" Plush	$8.00
Mew 5" Plush	$8.00
Pikachu 10" (Smile) Plush	$16.95
Pikachu 5" Plush	$8.00
Pikachu Playset	$7.50
PKM 1" Figure set A PVC(12/set	$11.95
PKM 1" Figure set C PVC(12/set	$11.95
Playing Cards - Pokemon	$6.95
Squirtle 12" Plush (Blue)	$16.95
Squirtle 5" Plush (Blue)	$8.00
Squirtle 5" Plush (Green)	$8.00
Squirtle Playset	$7.50
Stamp - Pokemon 20 bag	$40.00
Togepi 5" Plush	$8.00
Wall Scroll - Pokemon	$17.95
Pikachu 10" (Smile) Plush	$16.95
Pikachu 14" Plush (Very Large)	$36.95
Pikachu 4' Figure (hard plasti	$7.95
Pikachu 5" Plush	$8.00
Pikachu BackPack (Large)	$24.95
Pikachu BackPack (Small)	$16.95
Pikachu Pencil Tops (6/bag)	$6.95
Pikachu Pendulum Clock	$18.95

Monster Collections
2" PVC carded Figure

MC Arbok/Ekans #57	$7.95
MC Arcanine/Growlithe #48	$7.95
MC Beedrill/ Kakuna #41	$7.95
MC Butterfree/Metapod #40	$7.95
MC Dewgong/Seel #44	$7.95
MC Golduck/Psyduck #43	$7.95
MC Golem/Geodude #42	$7.95
MC Hitmonchan/Hitmonlee #52	$7.95
MC Machamp/Machop #55	$7.95
MC Pidgeotto/Pidgey #56	$7.95
MC Polywrath/Polywag #50	$7.95
MC Primeape/Mankey #54	$7.95
MC Raticate/Rattata #46	$7.95
MC Sandslash/Sandshrew #45	$7.95
MC Seadra/Horsea #49	$7.95
MC Slowbro/Slowpoke #47	$7.95
MC Venomoth/Venonat #51	$7.95
MC Vileplume/Gloom #53	$7.95
Monster Coll. Abra #29	$5.95
Monster Coll. Aerpdactyl #39	$5.95
Monster Coll. Articuno #8	$5.95
Monster Coll. Blastoise #3	$5.95
Monster Coll. Chansey #25	$5.95
Monster Coll. Charizard #1	$5.95
Monster Coll. Charmander #22	$5.95
Monster Coll. Clefable #31	$5.95
Monster Coll. Clefairy #5	$5.95
Monster Coll. Cubone #32	$5.95
Monster Coll. Dragonite #10	$5.95
Monster Coll. Eevee #18	$5.95
Monster Coll. Electabuzz #14	$5.95
Monster Coll. Farfetch'd #33	$5.95
Monster Coll. Flareon #23	$5.95
Monster Coll. Gengar #27	$5.95
Monster Coll. Gyarados #11	$5.95
Monster Coll. Jigglypuff #21	$5.95
Monster Coll. Jolteon #36	$5.95
Monster Coll. Kabutops #38	$5.95
Monster Coll. Lapras #15	$5.95
Monster Coll. Meowth #30	$5.95
Monster Coll. Mew #19	$5.95
Monster Coll. Mewtwo #12	$5.95
Monster Coll. Moltres #7	$5.95
Monster Coll. Nidoking #4	$5.95
Monster Coll. Omastar #37	$5.95
Monster Coll. Pikachu #6	$5.95
Monster Coll. Pikachu Surf #61	$6.95
Monster Coll. Poliwrath #24	$5.95
Monster Coll. Porygon #26	$5.95
Monster Coll. Raichu #17	$5.95
Monster Coll. Scyther #34	$5.95
Monster Coll. Snorlax #13	$5.95
Monster Coll. Squirtle #16	$5.95
Monster Coll. Togepi #65	$5.95
Monster Coll. Vapareon #35	$5.95
Monster Coll. Venusaur #2	$5.95
Monster Coll. Vulpix #20	$5.95
Monster Coll. WigglyTuff #28	$5.95
Monster Coll. Zapdos #9	$5.95

Other Gaming Boxes

4th Edition - Jap. BB Starter	$145.00
4th Edition Booster	$129.00
4th Edition Gift Box	$22.95
4th Edition Starter	$77.00
5th Edition Booster	$69.00
6th Edition Starter	$75.00
Battletech: Limited Boosters	$95.00
Dark	$399.00
Exodus	$79.00
Fallen Empire	$49.00
Ice Age Booster	$114.95
Ice Age Starter	$75.00
Legends - Italian	$299.00
Middle Earth Unltd Booster	$24.50
On The Edge Booster	$5.95
Portal Booster	$65.00
Portal: Second Age	$69.00
Revised Booster	$335.00
Star Trek Dominion Booster	$48.00
Star Wars Jedi Counsil Bstr	$52.95
Star Wars Ltd Booster [BB]	$119.00
Star Wars Young Jedi Booster	$56.00
Star Wars: Anthology II	$19.95
Star Wars: Endor	$47.00
Star Wars: Jabba's Palace	$86.00
Star Wars:Spec Ed Bstr	$48.00
Tempest Booster	$99.95
Tempest Starter	$69.00
Unglued Booster	$49.00
Urza's Legacy Pre-Cons	$75.00
Vanguard Gift Box	$14.00

Wholesale available!

E-mail:
wholesale@aqvault.com
Phone: 606-877-2838

All cards near-mint/mint condition

Payment: Diner's Club, Amer, Exp, Visa, MC, Discvr, Optima, check or money order in US$ drawn on US bank, cash [US$, at your own risk], no CODs. **Shipping Costs:** FedEx 3 day [batch of 100 or less cards] continental USA $6 For orders up to $500.Orders over $500 Pays .50 per $100 for insurance. FedEx Guarantees 3 day service not Troll and Toad, APO/FPO/Hawaii/PR/Canada/HI/Guam/Mexico $8, **Other countries:** $CALL These shipping prices are an estimate, call for exact shipping prices to your city.
E-mail to Specials@aqvault.com for current non-listed specials.

All prices good until next TopDeck is released. Quantities limited, but stock levels high at time ad was printed. Sales on packs or boxes final. 10-day full money back return guarantee on singles returned in same condition they were received. The 10 days starts from the day cards are received. Sale date is date payment is accepted. We reserve the right to refuse any sale or limit quantities. All prices in this ad subject to change without notice, but you won't be charged more without your permission. Pre-orders on boxes final. Free singles catalog upon written request or with your paid order. Please specify TopDeck#3 when ordering from above prices.

Wizards OF THE COAST
MAGIC The Gathering
EXPERT LEVEL
Mercadian Masques
15 ADDITIONAL CARDS
MAGIC The Gathering
CLASSIC SIXTH EDITION
15 Additional Cards
ADVANCED LEVEL
MAGIC The Gathering
STARTER LEVEL
STARTER
15 Additional Cards

IT SEEMS LIKE MAGIC

When you shop for great games at 7-Eleven!

Mercadian Masques™

CLASSIC

STARTER

Now available at participating

7-ELEVEN®

Oh Thank Heaven!